

SPACE QUEST IV

HINT BOOK



 SIERRA



SPACE QUEST IV

HINT BOOK

ROGER WILCO

AND THE
TIME RIPPERS



SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 583-9999

TM designates trademark of Sierra On-Line, Inc. © is a registered trademark of Sierra On-Line, Inc.
© 1991 Sierra On-Line, Inc. Printed in U.S.A.

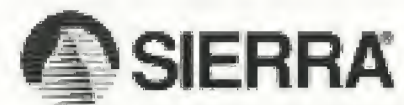


002981800

SPACE QUEST IV

ROGER
WILCO

AND THE
TIME RIPPERS



About this Hint Book



This book was designed to help you into and out of dozens of frustrating situations while playing *Space Quest IV*. We've attempted to cover every possible obstacle you might encounter, and even a few you probably won't, to make this book your complete guide to the game.

How to Use this Book



How you use this book is entirely up to you. Maybe you want to dive in now and read the whole darned thing. Go ahead, see if we care. We know your kind — you probably read the last page of a book first, too, don't you?

Ahem. Those of you who *don't* read the last page first understand that an adventure game, like a good book, is meant to be explored, to be experienced, to unfold for the player one page (or screen) at a time. Unlike a book, the progress of an adventure game depends on your actions and reactions to characters and situations. Problems will arise, and you'll have to solve them. Sometimes the answers will be crystal clear, other times you'll find yourself yanking your hair out or abusing your pets in utter frustration. Then, and only then, should you peek at the contents of these pages. Find the question that best describes your problem, and use your Adventure Window to reveal one hint at a time until you're able to solve it. Hints progress from a nudge in the right direction, to a shove in the right direction, to an all-out, bash you on the head solution.

After the Game



The last section of this book contains a detailed walk-through and points list. When you've finished the game, take a look at this section to see what you might have missed. **WARNING:** Reading this section before playing the game is right up there with reading the last page of a book, and is highly frowned upon.

Note to Beginning Adventurers



If this is your first time playing a Sierra 3-D Animated Adventure Game, the following tips may help you get started.

* Remember to save your game frequently — see your Sierra Game Manual for details.

* Examine your surroundings carefully. Look at everything, and talk to everyone. Clues can be found in the most unlikely places.

* When in doubt, try everything. You can never tell just what will help you out of a given situation.

Thanks for playing Space Quest IV.

Interview with the Two Guys From Andromeda A.K.A. Scott Murphy and Mark Crowe



The misadventures of Roger Wilco have been coming at you since 1986, driven by Sierra's craziest design team, the Two Guys from Andromeda. Here to tell you a little bit about themselves are their alter-egos, Scott Murphy and Mark Crowe.

You guys have been at it for a heck of a long time. How did you team up?

Scott: Mark and I teamed up working on the Black Cauldron project. I begged Ken to let me work on it; I wanted to be more creative. I was interested in programming, but I didn't really have any background. I bugged Ken, and he finally said, "Okay, we're working on it out at my house. Come on out, and we'll see what you can learn."

Mark: I had been working in the Marketing Department as an illustrator and layout artist, and had been transferred into the computer graphics division. During the Black Cauldron project, which was my second "medieval" fantasy, we decided to put our heads together and develop a space adventure.

Scott: In other games, you always played this very *noble* hero. We wanted to do something different. What if this guy was just your average Joe, forced into the hero role? He gets lucky sometimes, and does the right thing, but he's nobody special.

We knew that space games didn't really excite Ken, because I'd already proposed one, but it had just been an idea; no art, no storyline or anything. For this one, Mark whipped up four rooms of graphics, and I put together the code to run them. It was basically the first four rooms of Space Quest I. Ken came and looked at it and said, "That looks like fun." So, we went ahead and did it, and darned if people didn't seem to like it!

So it was an idea whose time had come?

Scott: Well, it was an idea anyway. A lot of people seem to like it, which tells me that there are a lot of people out there who are quite deranged, and I'm happy to have almost known them. At least, they've known me a bit.

Mark: We can't really say that it was the first space adventure, but certainly the first funny one!

Scott: One of the really fun things about making Space Quest I was that we were so ignorant.

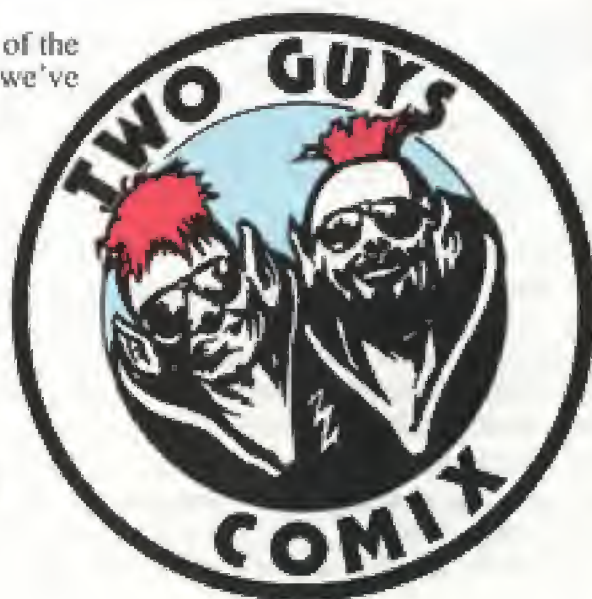
Mark: Hey, speak for yourself!

Scott: We didn't know what we were getting into. We really had no idea how much goes into creating a game, and how much it takes out of you. It seems simple from the outside, but it all has to work together, and I don't think everybody can make that happen.

Do you get a lot of fan mail?

Scott: Yeah, we do get a lot. One of the most interesting pieces of mail we've gotten recently was from Russia.

They don't sell the games there, so obviously it had to be smuggled in somehow, but there's a computer club there. It's very exciting to get mail from people all over the world, and seeing how we've affected them, made them forget their problems, or just given them a laugh — it's one of the best parts of the business.



Mark: We also, on occasion, get letters on cassette tapes from some very imaginative people. Those are the most fun. But it's becoming harder and harder to answer all of the mail. We're trying, folks!

How does game design happen for you? Do you know exactly where it's going from day one, or is it more spontaneous?

Scott: A lot of our design starts with a basic idea: "Here's where we're going to start, here's where we're going to end, and I think we want to go here, and here, and here in between." Then we get bored with talking about it, and we just start doing it. I think we've done some of our best work that way — Seat-of-the-Pants game design. There were a lot of brainstorming sessions where we'd be working, and one of us would turn around and say "Hey, what if we did this?" and the other one would say, "Yeah, and then we could do this!" There were times when we didn't have any idea what was going to happen next. It was really fun for us. It was almost like a game, *making* a game. If it isn't fun for us, we can't feel like it will be fun for people who buy it.

Mark: Yeah, we're our own toughest critics. We have to make a game that we would enjoy playing. If we don't, it's like, why bother? Oh yeah, the money. I forgot about that.

What kinds of projects do you want to be involved with in the future? What's your dream game?

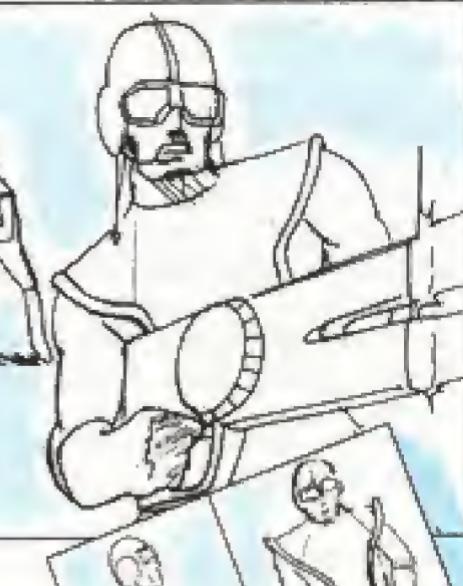
Scott: My dream game is a game that has much more depth of story and character. Space Quest is kind of a fluffy game, which is fine, but I want to do something a bit more hard-edged. Actually, right now I'd like to do absolutely nothing. I'm going to be brain-dead for a while.

Mark: Well . . . I'd really love to design something for the new "Brain Boy" game system. It's a brain-implanted micro-game card that . . .

Scott: Shut up, Mark!

Mark: Oops! I guess I let the cat out of the bag on that one. Sorry, Ken!

SQ IV CHARACTER SHEET



NAME: TIME RIPPER

PERSONALITY: MAN OF FEELINGS
THE LEADER IS ROBERTSON
(SEE DOG EYE.)
COURAGEOUS FIGHTERS BUT NOT
MURDEROUS

ROLE: RESCUE VORAK FROM
THE SECOND FLOOR AT
THE BEGINNING OF SQ IV. HE
ROCK INTO THE FUTURE (SQ12)

CHARACTERISTICS: REBELIOUS TO GENERAL'S LEADERSHIP
THEY WILL FIGHT TO THE END TO
TAKE BACK THEIR PLANET FROM
THE INTENDED SUPER COLONIZER

Timeripper—early concept and character description. Each Space Quest IV character began with a similar fact sheet.

NAME: TIME TRIPPER

PERSONALITY: MAN OF FEELINGS
THE LEADER IS ROBERT SCH.
(SEE DOOR JR.)
COURAGEOUS FIGHTERS BUT NOT
MURDEROUS

ROLE: RESCUE MARK FROM
THE SECRET POLICE AT
THE BEGINNING OF SW. 2ND
DOOR INTO THE FUTURE (SW 2)

CHARACTERISTICS: RESPONSIBLE, GENTLE & AFFECTIONATE
TRY TO BRING TO THE END TO
TAKE BACK THEIR TRANSFORMER
THE INTENTED SUPER COMBINED

Timeripper—early concept and character description. Each Space Quest IV character began with a similar fact sheet.

- Each hint starts with a solid circle.
- A hollow circle indicates that the hint is longer than one line.

Line up the circle to show through the hole in your Adventure Card.

ON THE STREETS OF XENON

I keep seeing this really annoying rabbit with a bass drum. Can I kill him?

the other hand, people have a right to know what the government is doing. The government has a duty to be open and honest with the public. This is especially true when it comes to issues of national security and defense. The public has a right to know what the government is doing in these areas, and the government has a duty to provide that information. This is not to say that the government should disclose all information, but it should disclose information that is relevant to the public's understanding of national security and defense. This is a balance that the government must strike, and it is a balance that the public has a right to see.

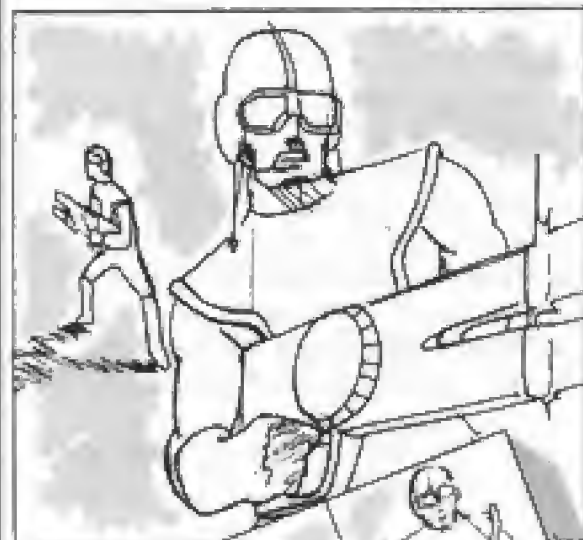
I'm being stalked by a shrieking zombie. Every time he gets near me, I get zapped by a Security Droid. Is there a way to get rid of him?

1. *What is the purpose of this document?*
 2. *What are the main findings of the study?*
 3. *What are the implications of the findings?*
 4. *What are the limitations of the study?*
 5. *What are the conclusions of the study?*
 6. *What are the recommendations of the study?*
 7. *What are the future research directions?*
 8. *What are the acknowledgments?*
 9. *What are the references?*
 10. *What are the appendices?*
 11. *What are the footnotes?*
 12. *What are the tables?*
 13. *What are the figures?*
 14. *What are the captions?*
 15. *What are the legends?*
 16. *What are the abbreviations?*
 17. *What are the symbols?*
 18. *What are the units?*
 19. *What are the dates?*
 20. *What are the locations?*
 21. *What are the names?*
 22. *What are the titles?*
 23. *What are the subtitles?*
 24. *What are the headings?*
 25. *What are the subheadings?*
 26. *What are the sections?*
 27. *What are the paragraphs?*
 28. *What are the sentences?*
 29. *What are the words?*
 30. *What are the letters?*
 31. *What are the numbers?*
 32. *What are the symbols?*
 33. *What are the units?*
 34. *What are the dates?*
 35. *What are the locations?*
 36. *What are the names?*
 37. *What are the titles?*
 38. *What are the subtitles?*
 39. *What are the headings?*
 40. *What are the subheadings?*
 41. *What are the sections?*
 42. *What are the paragraphs?*
 43. *What are the sentences?*
 44. *What are the words?*
 45. *What are the letters?*
 46. *What are the numbers?*
 47. *What are the symbols?*
 48. *What are the units?*
 49. *What are the dates?*
 50. *What are the locations?*
 51. *What are the names?*
 52. *What are the titles?*
 53. *What are the subtitles?*
 54. *What are the headings?*
 55. *What are the subheadings?*
 56. *What are the sections?*
 57. *What are the paragraphs?*
 58. *What are the sentences?*
 59. *What are the words?*
 60. *What are the letters?*
 61. *What are the numbers?*
 62. *What are the symbols?*
 63. *What are the units?*
 64. *What are the dates?*
 65. *What are the locations?*
 66. *What are the names?*
 67. *What are the titles?*
 68. *What are the subtitles?*
 69. *What are the headings?*
 70. *What are the subheadings?*
 71. *What are the sections?*
 72. *What are the paragraphs?*
 73. *What are the sentences?*
 74. *What are the words?*
 75. *What are the letters?*
 76. *What are the numbers?*
 77. *What are the symbols?*
 78. *What are the units?*
 79. *What are the dates?*
 80. *What are the locations?*
 81. *What are the names?*
 82. *What are the titles?*
 83. *What are the subtitles?*
 84. *What are the headings?*
 85. *What are the subheadings?*
 86. *What are the sections?*
 87. *What are the paragraphs?*
 88. *What are the sentences?*
 89. *What are the words?*
 90. *What are the letters?*
 91. *What are the numbers?*
 92. *What are the symbols?*
 93. *What are the units?*
 94. *What are the dates?*
 95. *What are the locations?*
 96. *What are the names?*
 97. *What are the titles?*
 98. *What are the subtitles?*
 99. *What are the headings?*
 100. *What are the subheadings?*
 101. *What are the sections?*
 102. *What are the paragraphs?*
 103. *What are the sentences?*
 104. *What are the words?*
 105. *What are the letters?*
 106. *What are the numbers?*
 107. *What are the symbols?*
 108. *What are the units?*
 109. *What are the dates?*
 110. *What are the locations?*
 111. *What are the names?*
 112. *What are the titles?*
 113. *What are the subtitles?*
 114. *What are the headings?*
 115. *What are the subheadings?*
 116. *What are the sections?*
 117. *What are the paragraphs?*
 118. *What are the sentences?*
 119. *What are the words?*
 120. *What are the letters?*
 121. *What are the numbers?*
 122. *What are the symbols?*
 123. *What are the units?*
 124. *What are the dates?*
 125. *What are the locations?*
 126. *What are the names?*
 127. *What are the titles?*
 128. *What are the subtitles?*
 129. *What are the headings?*
 130. *What are the subheadings?*
 131. *What are the sections?*
 132. *What are the paragraphs?*
 133. *What are the sentences?*
 134. *What are the words?*
 135. *What are the letters?*
 136. *What are the numbers?*
 137. *What are the symbols?*
 138. *What are the units?*
 139. *What are the dates?*
 140. *What are the locations?*
 141. *What are the names?*
 142. *What are the titles?*
 143. *What are the subtitles?*
 144. *What are the headings?*
 145. *What are the subheadings?*
 146. *What are the sections?*
 147. *What are the paragraphs?*
 148. *What are the sentences?*
 149. *What are the words?*
 150. *What are the letters?*
 151. *What are the numbers?*
 152. *What are the symbols?*
 153. *What are the units?*
 154. *What are the dates?*
 155. *What are the locations?*
 156. *What are the names?*
 157. *What are the titles?*
 158. *What are the subtitles?*
 159. *What are the headings?*
 160. *What are the subheadings?*
 161. *What are the sections?*
 162. *What are the paragraphs?*
 163. *What are the sentences?*
 164. *What are the words?*
 165. *What are the letters?*
 166. *What are the numbers?*
 167. *What are the symbols?*
 168. *What are the units?*
 169. *What are the dates?*
 170. *What are the locations?*
 171. *What are the names?*
 172. *What are the titles?*
 173. *What are the subtitles?*
 174. *What are the headings?*
 175. *What are the subheadings?*
 176. *What are the sections?*
 177. *What are the paragraphs?*
 178. *What are the sentences?*
 179. *What are the words?*
 180. *What are the letters?*
 181. *What are the numbers?*
 182. *What are the symbols?*
 183. *What are the units?*
 184. *What are the dates?*
 185. *What are the locations?*
 186. *What are the names?*
 187. *What are the titles?*
 188. *What are the subtitles?*
 189. *What are the headings?*
 190. *What are the subheadings?*
 191. *What are the sections?*
 192. *What are the paragraphs?*
 193. *What are the sentences?*
 194. *What are the words?*
 195. *What are the letters?*
 196. *What are the numbers?*
 197. *What are the symbols?*
 198. *What are the units?*
 199. *What are the dates?*
 200. *What are the locations?*
 201. *What are the names?*
 202. *What are the titles?*
 203. *What are the subtitles?*
 204. *What are the headings?*
 205. *What are the subheadings?*
 206. *What are the sections?*
 207. *What are the paragraphs?*
 208. *What are the sentences?*
 209. *What are the words?*
 210. *What are the letters?*
 211. *What are the numbers?*
 212. *What are the symbols?*
 213. *What are the units?*
 214. *What are the dates?*
 215. *What are the locations?*
 216. *What are the names?*
 217. *What are the titles?*
 218. *What are the subtitles?*
 219.

I killed the Security Droid, but his homing beacon is still flashing. How do I turn it off?

[illegible]

SQ IV CHARACTER SHEET



NAME: TIME RIPPER

PERSONALITY: MEN OF FEELINGS.
THE LEADER IS ROBERT SON.
(SEE DOG 3E.)
COURAGEOUS FIGHTERS BUT
MURDEROUS

ROLE: RESCUE DOG FROM
THE SQUAD POLICE AT
THE BEGINNING OF SQ IV. AND
ROBBED INTO THE FUTURE (SQ 12)

CHARACTERISTICS: REBELIOUS TO GENERAL'S ORDER
THEY WOULD GO TO THE END TO
TAKE BACK THEIR HUMANITY FROM
THE INTENDED SUPER COMBATS

Timeripper—early concept and character description. Each Space Quest IV character began with a similar fact sheet.

How to use the Adventure Window for hints:

- Each hint starts with a solid circle.
 - A hollow circle indicates that the hint is longer than one line.
- Line up the circle to show through the hole in your Adventure Card.

ON THE STREETS OF XENON

I keep seeing this really annoying rabbit with a bass drum. Can I kill him?

- Geez, you've been playing this game five minutes tops, and already you want to kill something. Have you tried talking to him?
- Didn't work, huh? Hmm ... maybe you could ... snare him?
- There must be a rope around here somewhere...
- Walk one screen East of the starting screen. You'll find the rope in the lower right corner of the screen. Click the HAND cursor on the rope to pick it up.
- Now find a place to hide: choose the rope from the inventory window, and click the ROPE cursor on the ground to use it. When the bunny walks into the noose, click the HAND on the rope to catch him.
- Can't find a place to hide? That's easy. Walk between the two large red columns in the upper right side of the screen where you found the rope.
- Make sure you're completely out of sight.

I'm being stalked by a shrieking zombie. Every time he gets near me, I get zapped by a Security Droid. Is there a way to get rid of him?

- Nope.
- He's really fairly harmless and blind as a bat. Just stay out of his way and he'll leave you alone.
-

I killed the Security Droid, but his homing beacon is still flashing. How do I turn it off?

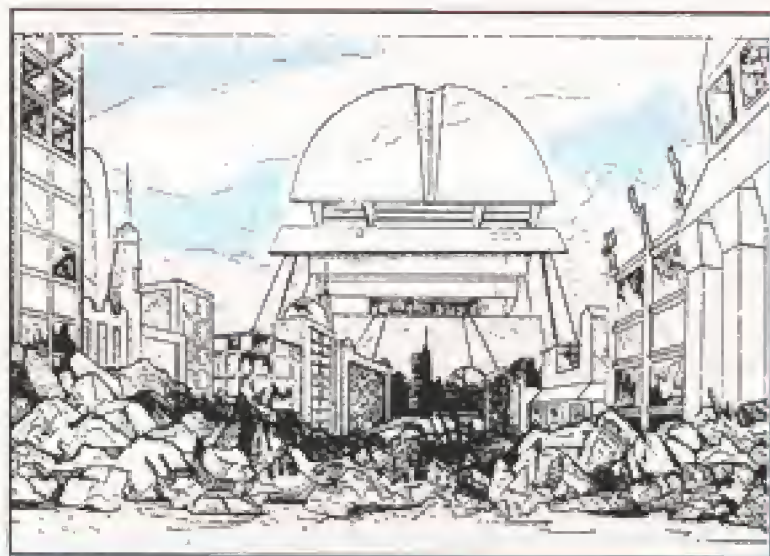
- I can't believe you thought this was a real question. You're not even armed
- — how do you suppose you'd manage to disable a laser-shooting droid before he reduced you to a writhing mass of goo? I hope you've learned your lesson.
-

I've found a skimmer parked on the street. Can I use it?

-
-
-
-
-
-
-

What about the tank?

-
-
-
-
-
-
-



Vohaul's Super Computer—this early design was later changed to fit the 'bio-mechanical' concept of the Super Computer.

How do I get into the bank?

-
-
-

I can't get into any of the buildings around here. Can I get into that big ugly dome thing?

-
-
-
-

I've been wandering the streets of post-war Xenon for hours, and this zombie guy is *really* starting to annoy me. Is there anywhere else I can go?

-
-
-
-

I tried to go underground and I exploded! Did I do something wrong?

-
-
-

I'm in an empty room under Xenon. Now what?

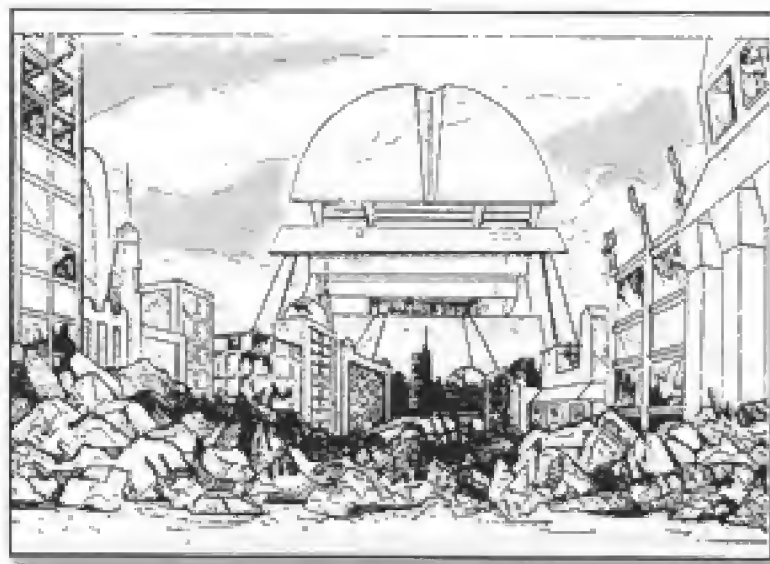
-
-
-
-
-

I've found a skimmer parked on the street. Can I use it?

- I don't think it'll run, if that's what you mean. There might be something in it, though — try searching it. Click the HAND cursor on the skimmer.
- Maybe there's something in the glove box. Click the HAND cursor on the glovebox to open it.
- Hmmm... there's something in there, I wonder what it is? Click the EYE cursor on the object to find out.
- Gosh, it's a PocketPal™! Click the HAND cursor on the laptop to take it.

What about the tank?

- It won't run either.
- There is an item you can get... but it's dangerous.
- So you went to pieces, huh? I warned you.
- You got points for *taking* the unstable ordnance, right?
- Check out what happens when you put it back.
- As a wise man once said, you can't take it with you.



Vohaul's Super Computer—this early design was later changed to fit the 'bio-mechanical' concept of the Super Computer.

How do I get into the bank?

- What, you wanna make a deposit?
- The bank's closed, pal — it's Charles Keating's birthday.
- In fact, it's closed for the rest of this game.

I can't get into any of the buildings around here. Can I get into that big ugly dome thing?

- You can't get there from here.
- See the little window way up on top? You'll have to fly up there.
- When the Sequel Police land, catch a ride in their shuttle. (See the hint about the spaceship.)
-

I've been wandering the streets of post-war Xenon for hours, and this zombie guy is *really* starting to annoy me. Is there anywhere else I can go?

- You betcha! Find yourself a nice sewer grate and jump in! (Doesn't that sound like fun?)
-
- Walk one screen North of the starting screen, then head East. That's grate!
- Click the HAND cursor on the grate, and you're outta here.

I tried to go underground and I exploded! Did I do something wrong?

- Yep. Does the word "unstable" mean anything to you?
- You took the unstable ordnance from the old tank. Unless you're ready to end it all, you don't need that. Next time, look it up!
-

I'm in an empty room under Xenon. Now what?

- Geez, you give up easy. This room's not empty, there's a desk here, with a jar on it. Did you get the jar? Good.
-
- Oh, you didn't get the jar? Well, click the HAND cursor on it. It's yours.
- Now click the hand on the desk blotter. Eureka! Sit back and watch the show.
-

The movie's over, and I'm stuck in this room. How do I get out?

-
-
-
-

I'm in a sewer pipe. It's not bad, really, but there's not much going on (except for the green slime that keeps following me around). Any suggestions?

-
-
-
-
-
-
-
-
-
-

How do I get out of the sewer?

-
-
-
-

A ship landed on the street, and a lot of mean looking guys with guns got out. Should I hide?

-
-
-
-
-
-
-
-
-



IN THE DOME

Can I get back down to the street?

-
-
-
-
-

I'm still in the landing bay, and I keep getting shot. What the heck am I supposed to do here?

-
-
-
-

I'm in the timepod, but I can't get it started. Did I miss a set of keys somewhere?

-
-
-
-
-
-
-

The movie's over, and I'm stuck in this room. How do I get out?

- Left side of the room — the big door with the wheel. Like in *Jeepers*? Yeah!
- — turn it.
- Click the HAND cursor on the door to open it, then click the WALK cursor on the doorway to leave.
-

I'm in a sewer pipe. It's not bad, really, but there's not much going on (except for the green slime that keeps following me around). Any suggestions?

- In case you haven't figured it out yet, that's *man-eating* slime. Don't let it eat you.
-
- Do you have the empty jar from the previous room? It was on the desk.
- Yeah, that one. Use it to scoop up some of that slime — it'll come in handy later on.
-
- I know, it's not easy. Choose the JAR from your inventory window. Now walk around until some slime starts oozing from somewhere. Stand downstream and click the JAR cursor on the slime. You're gonna have to get close, but not too close. Good luck!
-

How do I get out of the sewer?

- Walk to the far West side of the sewer and find the ladder.
- Yes, climb it. Now watch what's happening above ground for a while.
- When the shuttle has landed and things quiet down a bit, you can click the WALK cursor on the street to leave your hiding place.
-

A ship landed on the street, and a lot of mean looking guys with guns got out. Should I hide?

- Well, I wouldn't let them catch you. On the other hand, they do have a ship...
-
- These guys are the Sequel Police, remember them? They're out to get you, but you can outsmart them. You'd better, they're your ticket out of here.
-
- Wait until they've all hit the pavement, walk to the shuttle and climb into the landing gear compartment.
-
- Click the hand on the area just below the leg. Off you go!
-



Can I get back down to the street?

- Yep, the same way you got here.
- Climb back into the shuttle, and it'll take you down.
- To return to the landing bay, go through the sewer and out the manhole.
- again after the shuttle has landed. Then board the shuttle through the
- landing gear like you did the first time.
-

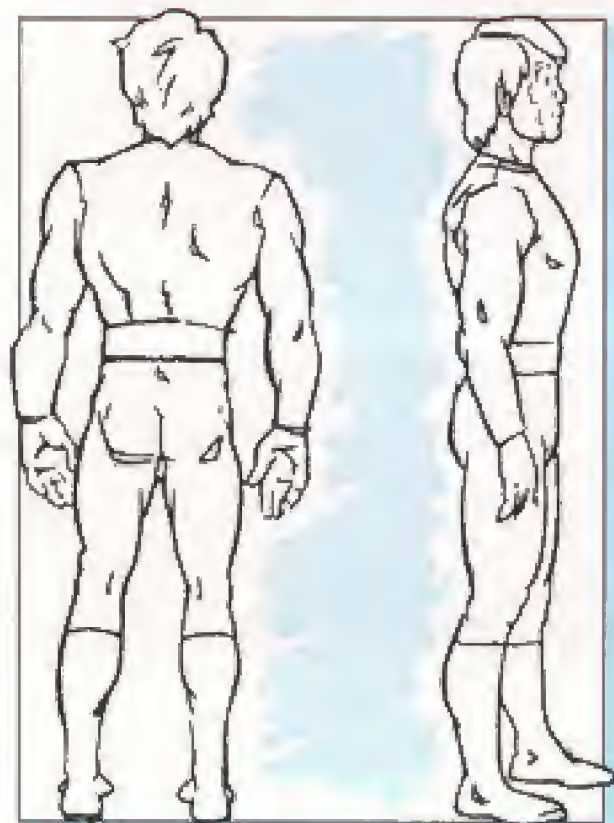
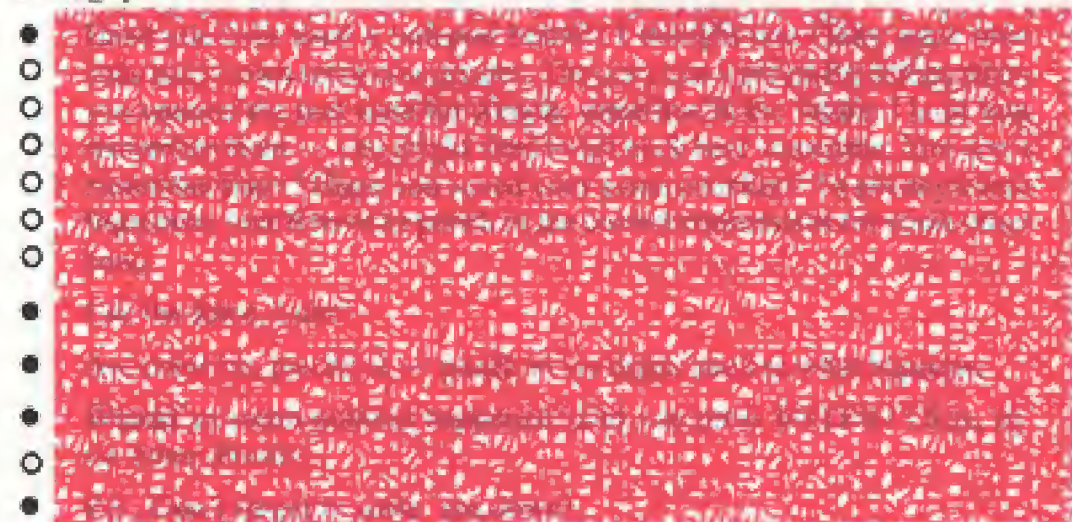
I'm still in the landing bay, and I keep getting shot. What the heck am I supposed to do here?

- You're supposed to steal a timepod! (Sheesh!)
- After you exit the shuttle, go West. Wait for the second pod to land and
- for the pilot to get out, and walk West. Quickly click the HAND cursor
- on the pod. Safe!
-

I'm in the timepod, but I can't get it started. Did I miss a set of keys somewhere?

- Yeah, they're back in Space Quest III (just kidding). You need the
- U.I.V.P.P.P. (Use Identity Verification Pirate Protection Program)
- code.
- You have *zee* code, no?
- You have *zee* documentation, no?
- The U.I.V.P.P.P. is located in Space Piston Magazine, in the *Timebuster*
- *2000SL X Road Test* article by Y. Hugh Horta.
-

I entered the U.I.V.P.P., but the pod still won't go anywhere. What's the deal, guys?



First character study for the new and improved, VGA Roger.



ESTROS BUTTES

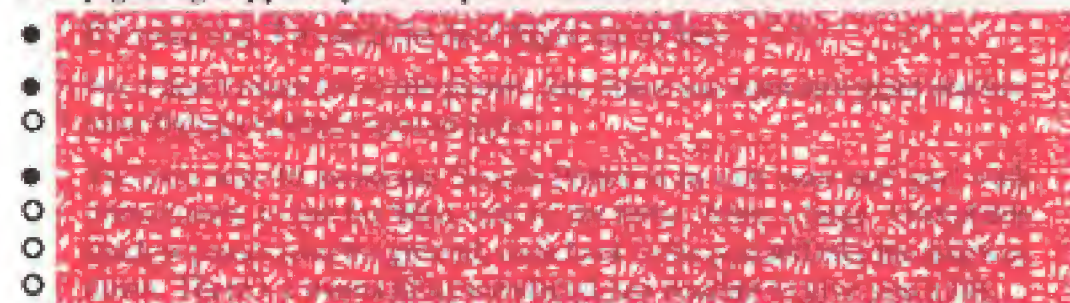
I've landed the timepod, now how do I get out?



I found a cave, but every time I go in, a troll eats me. Do I need a lantern?



I keep getting zapped by the Sequel Police. How can I avoid them?

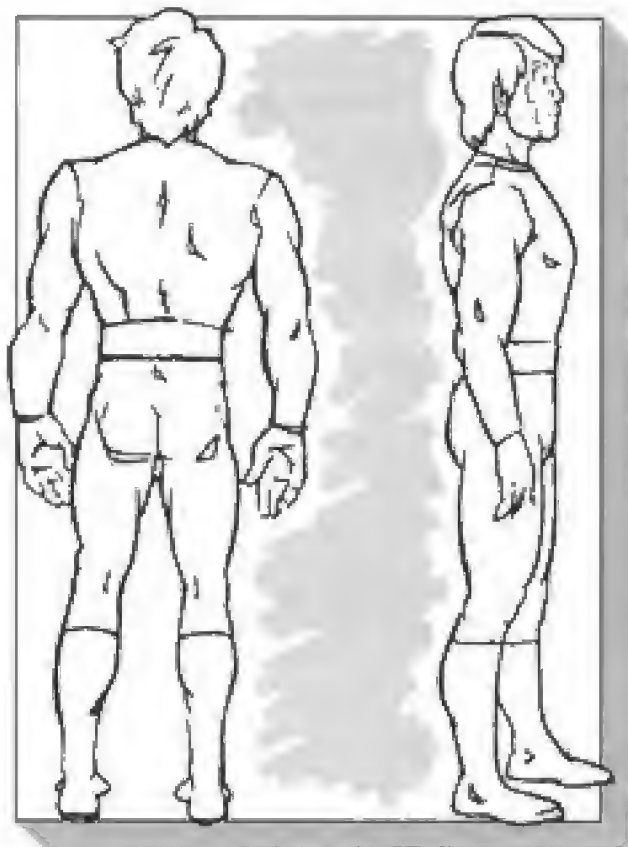


I've fallen into a giant bird's nest. How do I get out before I'm lunch?



I entered the U.I.V.P.P., but the pod still won't go anywhere. What's the deal, guys?

- Have you ever used a timepod before? I thought not. Okay, each time zone has its own set of coordinates. The ones that were on the screen when you entered the pod were for Xenon, sometime in the future. I hope you remember them — you might need to get back here sometime. You don't remember them? Hope you saved your game (snicker)! To get anywhere from here, you'll have to punch in the correct coordinates for some other zone.
- Use the force, Luke!
- Aw, come on, just try it — punch in six digits and see what happens.
- Whadd'ya mean nothing happened? Did you press ENTER? Okay, try six more. Presto!
- P.S.: Don't forget to write 'em down!



First character study for the new and improved, VGA Roger.



ESTROS BUTTES

I've landed the timepod, now how do I get out?

- Click the HAND cursor on the red button on Roger's left.

I found a cave, but every time I go in, a troll eats me. Do I need a lantern?

- Only if you're playing King's Quest IV.
- You're not playing King's Quest IV, so you must know that the above question was a clever ruse to ferret out indiscriminate hint book users!
- There is no cave, there is no troll, and you won't need a lantern on Estros, or anywhere else in this game. Now stop reading hints you don't need!

I keep getting zapped by the Sequel Police. How can I avoid them?

- If I were you, I'd catch the next flight out of here.
- No, I don't mean leave the planet. Say, have you seen any giant prehistoric flying creatures around here?
- The best way to avoid the Sequel Police is to exit your pod and walk immediately to the far West side of the butte. After a large, formidable shadow passes over the ground, walk back to the pod and take the stairway down. There's a mama of a pterodactyl just waiting to give you a lift.

I've fallen into a giant bird's nest. How do I get out before I'm lunch?

- There's a hole in the bottom right side of the nest. Click the WALK cursor on the hole to escape.
- By the way, did you search the Sequel Police officer's body? Click the HAND cursor on the body.

I've escaped the pterodactyl nest, only to be captured by a bunch of scorned women. Is there any way out of this?

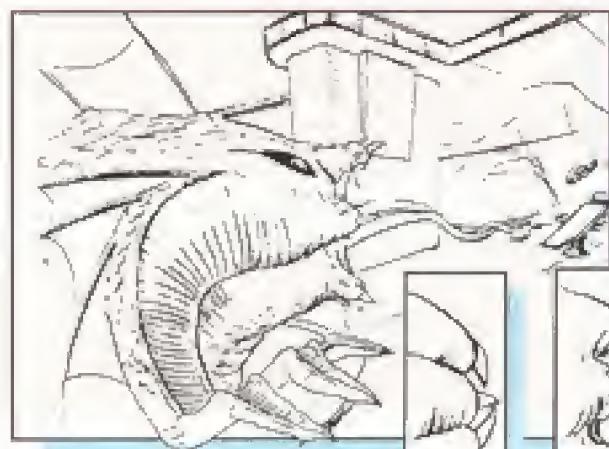
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

The Latex Babes have fled, and I'm about to become a slug snack. Is this the end?

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

I zapped the slug, but it just made him mad. How do I finish him off?

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]



The Sea Slug's maw animation was worked out in early pencil drawings.



THE GALAXY GALLERIA MALL

The Latex Babes have gone shopping, and I'm wandering around the mall. It's a cool enough place, but I'm not feeling very heroic. Is there something I should be doing?

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

This automatic walkway is too slow. Can I make it go faster?

- [REDACTED]
- [REDACTED]
- [REDACTED]

I'm wearing my Generic Space Hero suit, but I don't have enough Buckazoids to buy anything else. What's next?

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

Excuse me, is there an Automatic Teller Machine around here anywhere?

- [REDACTED]

I've escaped the pterodactyl nest, only to be captured by a bunch of scorned women. Is there any way out of this?

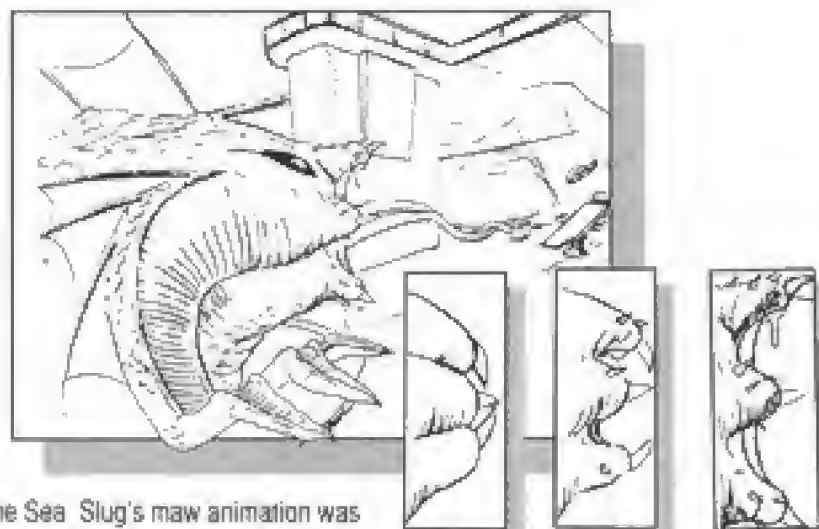
- Those scorned women are the famed Latex Babes of Estros. You leave one of them at the altar in a future game, and they never forget a grudge.
- I'm afraid there's no way out of this one, you'll have to go with them.
- Wait 'til they tell you to get in the sub, then click the WALK cursor on the hatch.
-

The Latex Babes have fled, and I'm about to become a slug snack. Is this the end?

- Not if you can reach that button.
- When the slug's slimy tentacles are wrapped around your legs, click the
- HAND cursor on the button on the arm of the chair.
- If at first you don't succeed ... do it again!

I zapped the slug, but it just made him mad. How do I finish him off?

- Didn't you see JAWS?
- See those air tanks to the right of your chair? Grab one and feed it to him.
- Click the HAND cursor on the air tank nearest you, then click the TANK
- cursor on the slug's mouth.



The Sea Slug's maw animation was worked out in early pencil drawings.

THE GALAXY GALLERIA MALL

The Latex Babes have gone shopping, and I'm wandering around the mall. It's a cool enough place, but I'm not feeling very heroic. Is there something I should be doing?

- Well, you don't *look* very heroic in your bare feet and cut-offs — don't you think you ought to get some new clothes?
-
- From the top of the escalator, go West on the walkway. Stop at the Big and Tall Men store and talk to the clerk. He's got just what you need.
-

This automatic walkway is too slow. Can I make it go faster?

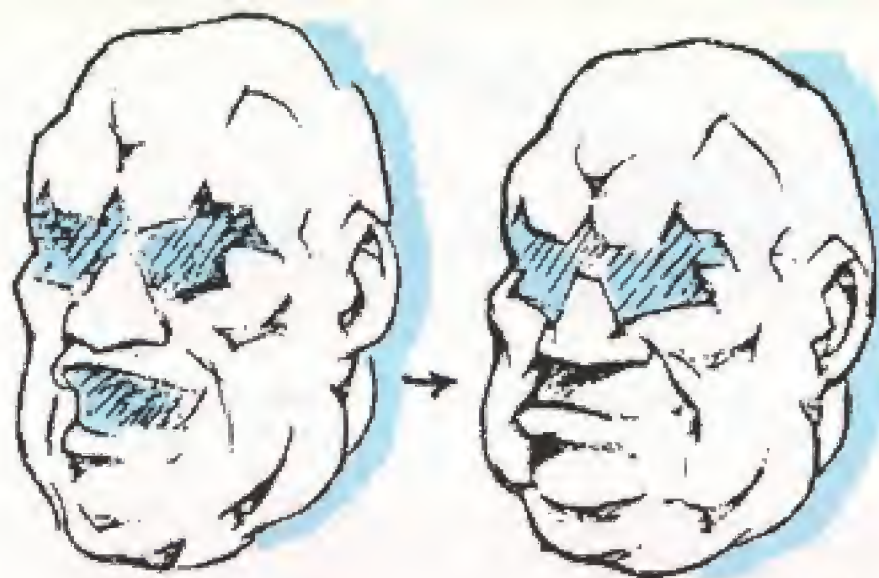
- Click the WALK cursor on the place you want to move to, or use the
- direction keys. Look at Roger go!
- If Roger is walking in place, you're trying to walk in the wrong direction.
-

I'm wearing my Generic Space Hero suit, but I don't have enough Buckazoids to buy anything else. What's next?

- Did you get the ATM card?
- The AutoBucks card the babes dropped at the top of the escalator — you
- picked it up, right?
- No! Well, go back to the escalator and get the ATM card. Don't worry,
- it's still there. Now all you have to do is find an Automatic Teller Machine.

Excuse me, is there an Automatic Teller Machine around here anywhere?

- Right next to the software store.



These early sketches showed how

I found the Automatic Teller Machine, but it won't let me use my card. How do I make it work?

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

The cute alien girl asked me to go skating with her. Where can I rent some skates?

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

I know I need to buy some things, but I don't have enough money. Where can I pick up a few quick Buckazoids?

- [REDACTED]
- [REDACTED]



Vohaul's speech would be animated.

- [REDACTED]

How am I supposed to earn money when I keep getting fired?

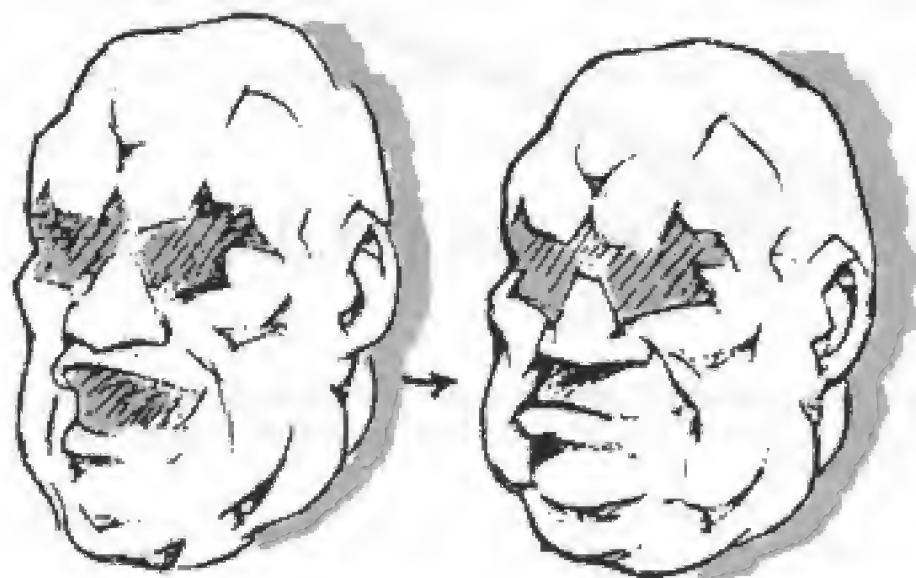
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

Can I buy anything at the software store?

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

Do I need anything from Radio Shock?

- [REDACTED]



These early sketches showed how

I found the Automatic Teller Machine, but it won't let me use my card. How do I make it work?

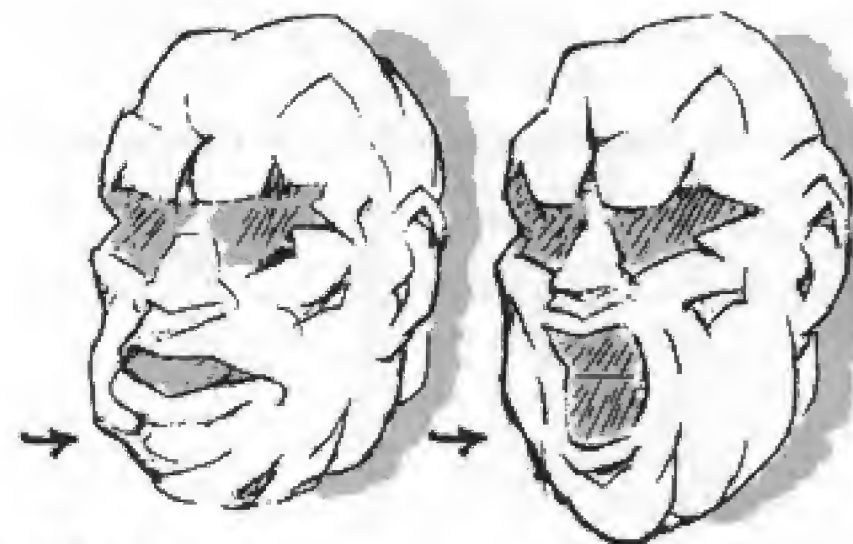
- You card? That's not *your* card — it's Zandra's card. Why, you don't
- look *anything* like Zandra. You can't even fool me — did you really think
- you'd be able to fool that machine?
- You'll need a clever disguise.
- Visit the Women's Clothing Store, and talk to the clerk. She'll be more
- than happy to assist you.
- Now go back to the Automatic Teller Machine and Clean i house.

The cute alien girl asked me to go skating with her. Where can I rent some skates?

- Oh, she did not!
- You're doing it again...
- Why are you still reading this? All the cute alien girls in this game are off
- skating with cute alien boys. Grow up, Rog! You've got a planet to save!

I know I need to buy some things, but I don't have enough money. Where can I pick up a few quick Buckazoids?

- Have you considered getting a job? Somebody around here is bound to
- need a janitor, or *something*.



Vohaul's speech would be animated.

- If you're dressed properly, go to Monolith Burger and talk to the manager. He's looking for a competent employee, but maybe you'll do.

How am I supposed to earn money when I keep getting fired?

- All these years as a space hero haven't really prepared you for the working
- world, have they Roger? Oh well, you only needed another \$21.00,
- anyway.
- You couldn't even manage 21 burgers? Boy, you're worse off than I
- thought. Have you tried going back and begging for another chance?
- Go back to Monolith Burger and apply for a job again. As long as you
- (didn't earn more than \$34.00 the first time, he'll hire you back.

Can I buy anything at the software store?

- Sure you can — if you have enough Buckazoids.
- The only thing you need is the Space Quest IV hint book from the bargain
- bin.
- Yeah, I know this is the Space Quest IV hint book. Just pretend, okay?

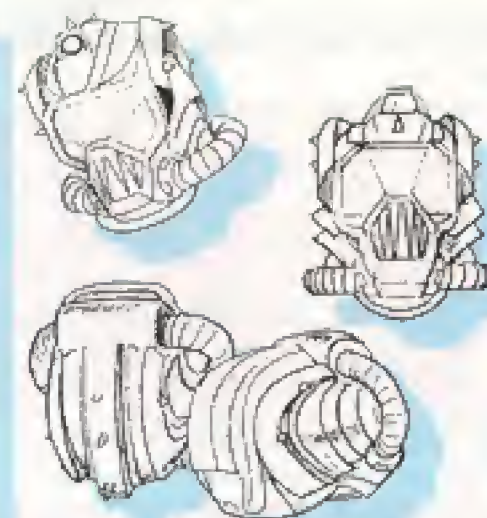
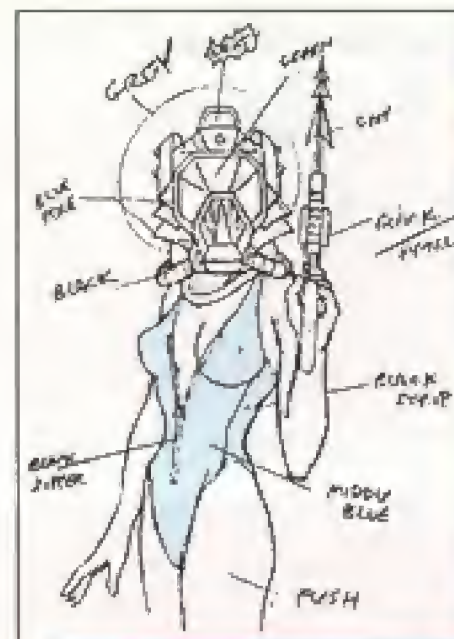
Do I need anything from Radio Shock?

- There is an item you ll need, but you may not know what it is yet.

Okay, this is my second trip to the mall. Now do I need anything from Radio Shock?

I've been reading the Space Quest IV hint book. It's been very entertaining, but it hasn't helped me yet. Is there any useful information in it?

I'm at the Women's Clothing store. The clerk seems eager to help me — is there something I need here?



Original design called for Zandra to wear an 'aqua helmet'

I'd really like to waste some time and Buckazoids at the arcade. Can I do that without getting shot?

Where can I change out of this ... uh ... disguise?

I've done and seen everything I can at the Galaxy Galleria Mall. How do I get out of here?

- If this is your first visit to the mall, you can buy an adaptor. It may not be the right one, but you can buy it.

Okay, this is my second trip to the mall. Now do I need anything from Radio Shock?

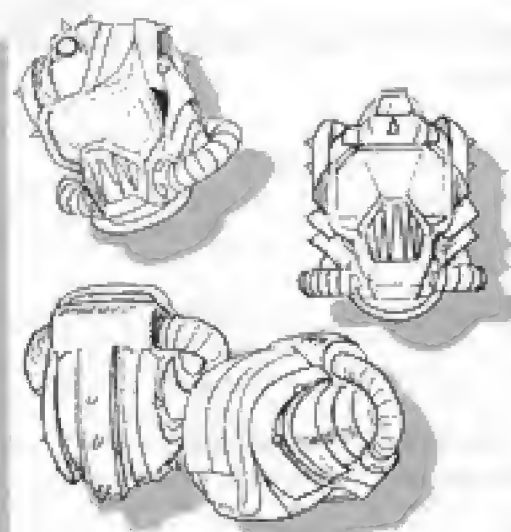
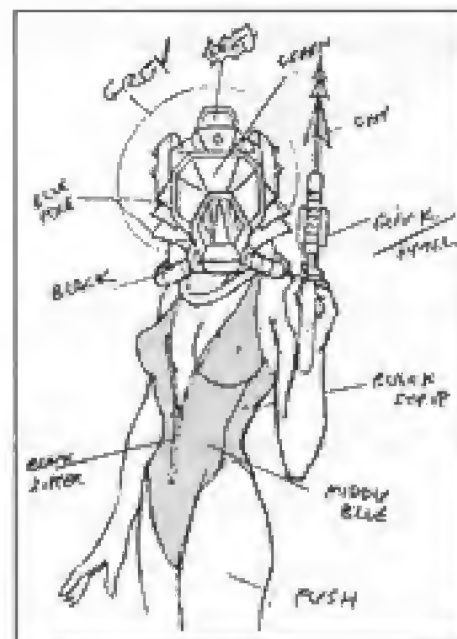
- Are you telling the truth? Is this really your second trip to the mall? Or are you reading him: you don't really need yet? I want you to think very carefully about this before reading any further. This might be one of those track questions — wouldn't that make you feel foolish?
- Last chance.
- Okay, if you're really at the mall again, then you must have an idea of what you need. In order to use your PocketPal in the Super Computer terminal back on Xenon, you need an adaptor — but not just any adaptor.
- While looking at the Super Computer terminal, you need to pay special attention to the shape and pin configuration of the plug. At Radio Shock,
- look at the available adaptors, and buy the one that looks like it will fit.
- Now go back to the Saper Computer on Xenon.

I've been reading the Space Quest IV hint book. It's been very entertaining, but it hasn't helped me yet. Is there any useful information in it?

- I beg your pardon? Oh, you mean that hint book. Yes, there's definitely something in it you'll need.
- Can't you find anything that pertains to your situation? Come on, look one more time.
- (Sigh!) It's the question about the timepod. The last window contains part of the coordinates you'll need to get out of here.

I'm at the Women's Clothing store. The clerk seems eager to help me — is there something I need here?

- Believe it or not, yes. If you're tired of Buckazoids, you need what she's selling.
- Do you have the AutoBucks card? The babes dropped it at the mall entrance.
- Go back and read the questions about the Automatic Teller Machine.



Original design called for Zandra to wear an 'aqua helmet'.

I'd really like to waste some time and Buckazoids at the arcade. Can I do that without getting shot?

- Don't you have anything better to do?
- Until you're finished at the mall, I don't advise wandering around the arcade.
- There's one game you can play if you visit the arcade early enough. Don't waste a lot of time or you're history. Also Astro Chicken is the first game on the left — it's a real gas!

Where can I change out of this ... uh ... disguise?

- Aw, don't go changing! ... you look so cute!
- Oh, alright. You left your generic Space Hero suit in the dressing room at the Women's Clothing store — maybe you should go back there and change, huh?

I've done and seen everything I can at the Galaxy Galleria Mall. How do I get out of here?

- You'll have to steal another timepod. Have you seen one around?
- If you're really done at the mall, go to the arcade. Walk to the right rear of the room and your chariot will arrive — whether you like it or not!

Help! The Sequel Police have tracked me down at the arcade — can I lose them?

-
-
-
-
-
-
-

I ditched the Sequel Police at the arcade, but they always catch up to me sooner or later. Where can I hide?

-
-
-
-
-
-

I've out-foxed the Sequel Police once again, but now I'm at a loss. What should I do?

-

I'm in the stupid timepod. Where else can I go?

-
-
-
-
-
-
-



Wow, déjà vu! I'm back at Ulence Flats, and it's in AGI! Can I get into Droids B Us?

-
-

Every time I try to explore this lovely low-res landscape, I get zapped. What should I do?

-
-
-

I went to the bar, but I got tossed out on my ear (so to speak) by the Monochrome Boys. Am I here for a reason?

-
-
-
-
-

I got rid of the Monochrome Boys, but there's nothing much else going on around here. If I hang around too long, they're bound to come back, right? What do I need to do before I can get the heck out of here?

-
-
-

I think I'm done at Ulence Flats. Where do I go from here?

-
-
-

Help! The Sequel Police have tracked me down at the arcade — can I lose them?

- Your future was bound to catch up with you, Rog. You're going to have to outsmart them again. This is going to take some clever maneuvers — think you're up to it?
- First, get out of the arcade without getting shot.
- When the S.P.'s arrive, you should be standing in the right rear of the room.
- Move the cursor to the front (bottom right side of screen) and click the WALK cursor as soon as you have control again.

I ditched the Sequel Police at the arcade, but they always catch up to me sooner or later. Where can I hide?

- Come now, did you really think it was going to be that easy? They're armed! You're going to have to make it difficult for them to get a shot at you.
- Ever tried to shoot somebody in Zero-G?
- Skate-o-Rama? What a great idea! You're a genius, Rog. Now, get out there and keep moving.
-

I've out-foxed the Sequel Police once again, but now I'm at a loss. What should I do?

- Boogie back to the arcade and steal their timepod.
-

I'm in the stupid timepod. Where else can I go?

- If you've been a good little adventurer, you have the coordinates you need for your next stop.
- The first half is in the Space Quest IV hint book; look for the question identical to the one above.
- The second half is on the gum wrapper which I hope you lifted from the Sequel Policeman's body back in the precinct's nest.
-

QUEST



Wow, déjà vu! I'm back at Ulence Flats, and it's in AGI! Can I get into Droids B Us?

- Nope. Droids B Us is closed, and so is Tiny's. The only place you need to go is the bar.
-

Every time I try to explore this lovely low-res landscape, I get zapped. What should I do?

- Don't go out there!
- The only place you need to go is the bar.
- So go there already!
-

I went to the bar, but I got tossed out on my ear (so to speak) by the Monochrome Boys. Am I here for a reason?

- Ruger, it's time you stood up for yourself. Go back in there and . . . well, maybe that isn't such a good idea. Just do what any other red-blooded space hero would do — get even.
- See those motorcycles? Okay, take a deep breath and click the HAND cursor on one. (Hee, hee!)
-

I got rid of the Monochrome Boys, but there's nothing much else going on around here. If I hang around too long, they're bound to come back, right? What do I need to do before I can get the heck out of here?

- Now that they're out of the bar, you can go back in. There's something in there you're going to need.
- There's a book of matches on the bar. Grab 'em.
-

I think I'm done at Ulence Flats. Where do I go from here?

- Head back to Xenon. You do have the coordinates, don't you?
- The coordinates were on the screen when you first entered the pod back on Xenon. If you didn't write them down, you're out of luck, pal.
-

I can't get back to my timepod—the Monochrome Boys keep killing me!

- **重要提示** 本套教材在编写过程中参考了《中国药典》(2015年版)和《中国兽药典》(2015年版)的相关内容, 但教材编写时, 国家药典委员会尚未出版《中国药典》(2015年版)和《中国兽药典》(2015年版)的纸质版, 故教材中相关内容均参考了国家药典委员会网站公布的相关内容, 如有变更, 以国家药典委员会网站公布的内容为准。



Artist's concepts of Roger's future wife.

BACK ON XENON AGAIN

I've landed back on Xenon. Can I get inside the dome? Do I even want to?

- ○ ● ○ ○ ● ○ ○ ● ○ ● ○ ● ○ ●

I'm in a tunnel. When I try to walk to the other end, I get fried. Is there a way through here?

- ○ ● ○ ○ ● ○ ○

I can't get back to my timepod—the Monochrome Boys keep killing me!

- Use the mouse or arrow keys to dodge. (and GOOD LUCK!)



Artist's concepts of Roger's future wife.



BACK ON XENON AGAIN

I've landed back on Xenon. Can I get inside the dome? Do I even want to?

- Yeah, you want to. You're going to have to get past that locked door though. Hummm...do you have the lock picking kit?
- Wait, there's no lock picking kit in this game — I must be thinking of Quest for Glory. Well, what else do you have that might be useful here?
- A blow torch? No, that's not it. A jar of acid? Hey, it's crazy, but it just might work.
- Pour the acid on the lock (choose the jar from your inventory window, then click the JAR cursor on the door). Click the HAND cursor on the door to open it.
- You do have a jar of acid, don't you? You remember, the green goo in the sewer? If you don't have it, you'd better go and get some now.
- Find your way back into the sewer, then refer to the question about the sewer on page 10.
- To get down to the street, see the question on that subject, page 11.

I'm in a tunnel. When I try to walk to the other end, I get fried. Is there a way through here?

- This is a test: How resourceful are YOU? It's time to review the items in your inventory.
- The items you'll need to get through this tunnel are: 1) A book of matches, 2) An old cigar butt and 3) A brain. The first two can be found in this game. The third is located between your ears (we're counting on this).
- Okay, choose the matches from your inventory window. Click the MATCHES cursor on the cigar butt. Now select the cigar butt from the window. Click on OK.

Uh . . . I don't want to sound like a dork, but where do I get the cigar butt?

-
-
-

I can see the laser beams, but I still can't walk through them without killing myself. Is this a trick?

-
-
-
-
-



Later color versions of the Monochrome Boys stayed true to the original sketches shown here.

-
-
-
-
-
-
-
-
-
-
-

I made it through the tunnel, but I keep getting zapped by Security Droids. How can I avoid them?

-
-
-
-
-
-
-
-

I went through the tunnel, looked at the terminal, and got back out alive. Is there anything else I need to do here?

-
-
-
-
-
-
-

I bought this PocketPal™ adaptor thing — what do I do with it?

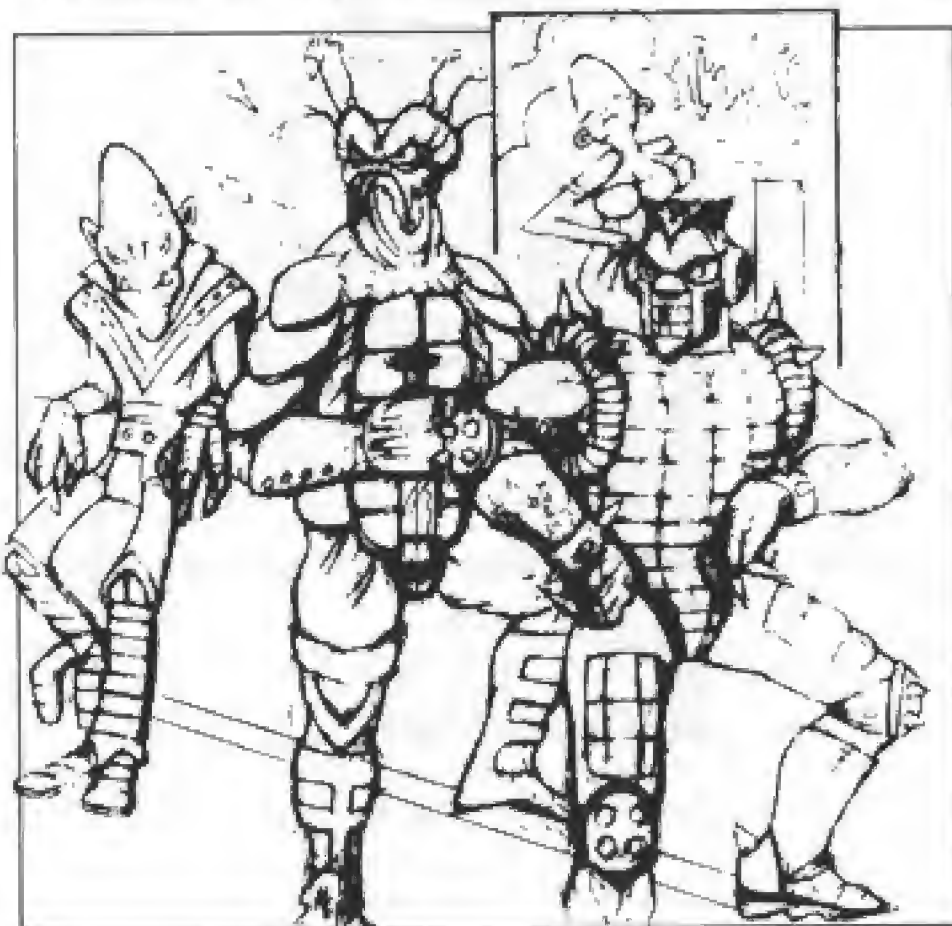
-
-
-

Uh . . . I don't want to sound like a dork, but where do I get the cigar butt?

- You dork, the manager of Monolith Burger threw it at you right after he fired you. It's laying at the end of the Galaxy Galleria walkway in the escalator area.

I can see the laser beams, but I still can't walk through them without killing myself. Is this a trick?

- This is where the grey matter comes in. See the keypad on the wall? Click the EYE cursor on the keypad to get a closeup view. Now look at the angles of each set of laser beams. The object is to enter the correct rotation angle for each set, in order to place each in a straight up and down position. With this accomplished, you can walk through the tunnel unharmed.



Later color versions of the Monochrome Boys stayed true to the original sketches shown here.

- All that stuff about rotation angles just too confusing? Okay, I'll give you the first one to get you started. With the beams in the initial position (before you made any attempts to adjust them), and the flashing bar in the top window, press 156 on the keypad, and press ENTER. The first set of beams will rotate to the desired position.
- The second set of beams can be adjusted from the initial position by entering 024 into the keypad.
- To adjust the last set of beams from the initial position, enter 108 into the keypad.
- If you've already adjusted the beams to the wrong angles, use the keypad to enter multiples of 12 until the beams are at the correct position.

I made it through the tunnel, but I keep getting zapped by Security Droids. How can I avoid them?

- At this point, you need to get in and get out, stopping only for a bit of information.
- At intervals along the walkways, are a series of small boxes; these are terminals for Vohaul's Super Computer. Click the EYE cursor on the first terminal you see upon entering this area. You'll get a close up view of the terminal, and you should study it carefully (I suggest making a sketch) -- you'll need to remember what it looks like. Then get the heck out of there.

I went through the tunnel, looked at the terminal, and got back out alive. Is there anything else I need to do here?

- Now you need an adaptor to make your PocketPal work with the Super Computer's terminal. Where might you go for a nifty electronic gadget like that?
- Radio Shock! Jump in your timepod and head back to the Galaxy Galleria mall.
- Now see the question about your "second trip" to the mall, on page 18.

I bought this PocketPal™ adaptor thing — what do I do with it?

- Adapt your PocketPal™, of course!
- Choose the adaptor from the inventory window. Click the ADAPTOR cursor on the PocketPal™.

My PocketPal™ won't work. What am I doing wrong?

A red textured book cover with a white spiral binding on the left edge. The cover has a dense, repeating pattern of small, stylized floral or geometric motifs. The binding consists of a series of white plastic rings. The book is shown from a slightly angled perspective, highlighting the texture of the cover and the spiral binding.

My PocketPal™ won't work, and the above answer didn't help me. Any other brilliant ideas?

The image shows the front cover of a book. The cover is a vibrant red color with a fine, woven texture, similar to book cloth or a heavy paper. On the left side, there is a white spiral binding. The binding consists of a series of white plastic or metal rings that hold the pages together. The overall appearance is that of a classic, durable book cover.

I plugged in my PocketPal™, and Sludge Vohaul showed up. Did I do something wrong?

- **Non-Verbal Communication**
 - **Facial Expressions**: Smiling, frowning, etc.
 - **Body Language**: Posture, gestures, etc.
 - **Eye Contact**: Duration and frequency of looking at others.



Roger's trip through the timestream required some creative perspective tricks on artists' parts.

I'm wandering around inside Yohaul's Super Computer. Where should I go?

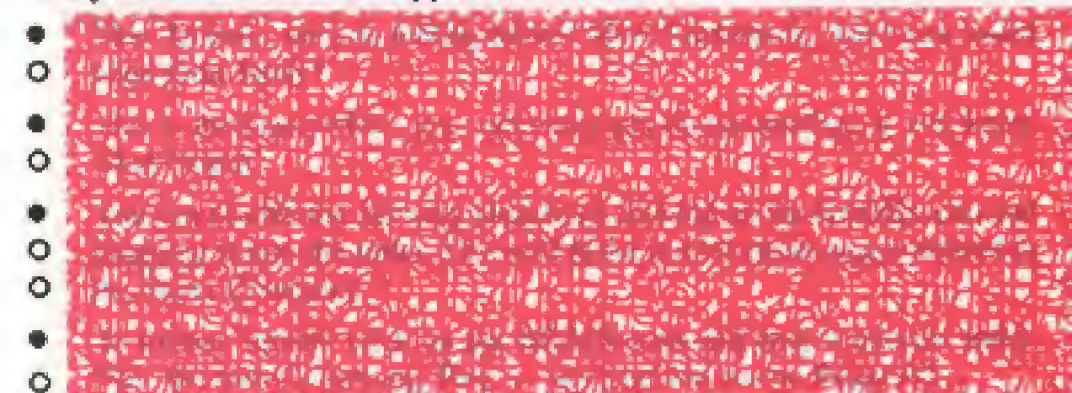
• [REDACTED]

• [REDACTED]

I found a door with a keypad on it. I think this is the Programming Chamber, but what's the code?

[illegible]

I'm in the Programming Chamber, and all I can see is a lot of strange symbols on my screen. What am I supposed to do here?



My PocketPal™ won't work. What am I doing wrong?

- It's only a terminal — it won't work by itself. You'll have to find a computer to plug it into.
- Plug your PocketPal into the Super Computer terminal inside the dome (choose the laptop from the inventory window, then click the LAPTOP cursor on the Super Computer terminal). This will allow you to monitor the movements of the Security Droids. Note: Don't try to click the LAPTOP cursor on the close-up view of the terminal.
- The flashing gray rectangle is you; the flashing blue or green octagon is a Security Droid. Click the HAND icon on the POWER button to exit this view, and continue along the walkway, avoiding the path of the droid.
- The Security Droids travel along a predetermined path, until they detect your presence and seek you out for disposal. This is a trial-and-error situation; keep trying until you reach the Programming area — that's where the real fun begins!

My PocketPal™ won't work, and the above answer didn't help me. Any other brilliant ideas?

- Boy, you're really in trouble. Well, the way I see it, you have one of two problems (or worse yet, two of two problems). Firstly, are you sure you bought the right adapter at Radio Shack?
- Secondly, the PocketPal needs power. Do you have a battery?
- Don't give up yet — maybe you just don't know you have it. Look closely at your inventory items.
- If you still can't find a battery, I must conclude that you failed to spare the hare. See the question about the rabbit on page 26.
- If you have the rabbit, click the EYE cursor on him. See the battery? Now click the HAND cursor on the battery. The battery will become a separate inventory item. Choose the battery from the window, and click the BATTERY cursor on the PocketPal™.

I plugged in my PocketPal™, and Sludge Vohaul showed up. Did I do something wrong?

- No. Just pay attention to what he says, and continue on your way.
- He's got your son, Roger. You're going to have to rescue him.



Roger's trip through the timestream required some creative perspective tricks on artists' parts.

I'm wandering around inside Vohaul's Super Computer. Where should I go?

- First your way to the Programming Chamber.
- Use the map on the back of this book.

I found a door with a keypad on it. I think this is the Programming Chamber, but what's the code?

- You're right, it's the Programming Chamber. The code's in the hint book.
- Look under the question that begins with 'I'm in a strange room inside the Super Computer...'
- You don't have the Space Quest 4 hint book? You were supposed to buy it at the Software store.
- The code is 64-65-84-76-69.

I'm in the Programming Chamber, and all I can see is a lot of strange symbols on my screen. What am I supposed to do here?

- That depends...are you feeling brave? More importantly, have you saved your game lately?
- This is the place where you can really get things moving, if you know when I mean.
- You can disable the Security Droids by clicking on the DROID icon and dragging it into the toilet. This will make it a lot easier to get around in the Super Computer.
- To format Vohaul, click on the BRAIN icon and drag it into the toilet.
- Now the meter's running. Run — hurry up and rescue Roger Jr!

I can't find Roger Jr.! Where are they keeping him?

- [REDACTED]
- [REDACTED]

I've found Roger Jr., but these orbs keep shooting at me. How do I help him?

- [REDACTED]
- [REDACTED]
- [REDACTED]

I've reached Roger Jr. only to find him possessed with Vohaul! What now?

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

I fought Roger Jr./Vohaul, and he's stuck in the beam again. How can I get Roger Jr.'s disk back?

- [REDACTED]
- [REDACTED]

I've got the disk, now what do I do with it?

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]



The following section includes hints that experienced game players may not want to see. Continue reading **ONLY** if you have trouble getting started playing *Space Quest IV*.

As our story begins, Roger finds himself back on his home planet, Xenon, sometime in the future.

ON THE STREETS OF XENON

- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]
- [REDACTED]

I can't find Roger Jr.! Where are they keeping him?

- He's in Vohaul's chamber.
- Use the map in the back of this book.

I've found Roger Jr., but these orbs keep shooting at me. How do I help him?

- Have you started the formatting sequence?
- Find the Programming Chamber and start the formatting sequence. When you've done that, the orbs won't shoot at you.

I've reached Roger Jr. only to find him possessed with Vohaul! What now?

- You have to get that disk back into the drive before the formatting sequence is over!
- Roger Jr./Vohaul threw the disk containing Roger Jr.'s essence over the edge of the platform. You have to retrieve that disk and put it back into the drive!
- You're going to have to fight Roger Jr./Vohaul, and win. Use the mouse or Arrow keys to fight him.

I fought Roger Jr./Vohaul, and he's stuck in the beam again. How can I get Roger Jr.'s disk back?

- See that ladder on the left side of the platform? Use it.
- Click the HAND icon on the ladder.

I've got the disk, now what do I do with it?

- Put it in the drive!
- Choose the disk from your inventory window, then click the disk cursor on the disk drive.
- Now click on BEAM UPLOAD to upload Vohaul into the Super Computer. Click on DISK UPLOAD to upload Roger Jr. into the computer. Select Roger Jr. from the list and click on BEAM DOWNLOAD. Roger Jr. will be downloaded to his body, and Vohaul will be formatted in the Super Computer.
- Now sit back and watch the touching ending.



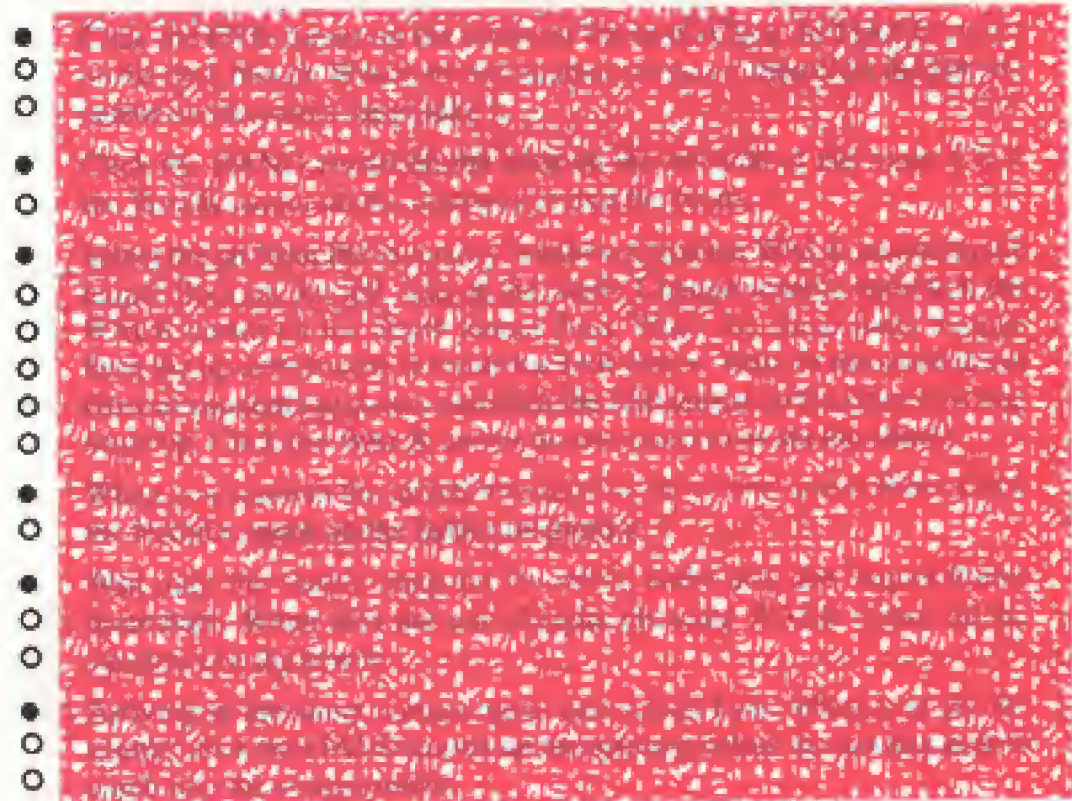
The following section includes hints that experienced game players may not want to see. Continue reading **ONLY** if you have trouble getting started playing *Space Quest IV*.

As our story begins, Roger finds himself back on his home planet, Xenon, sometime in the future.

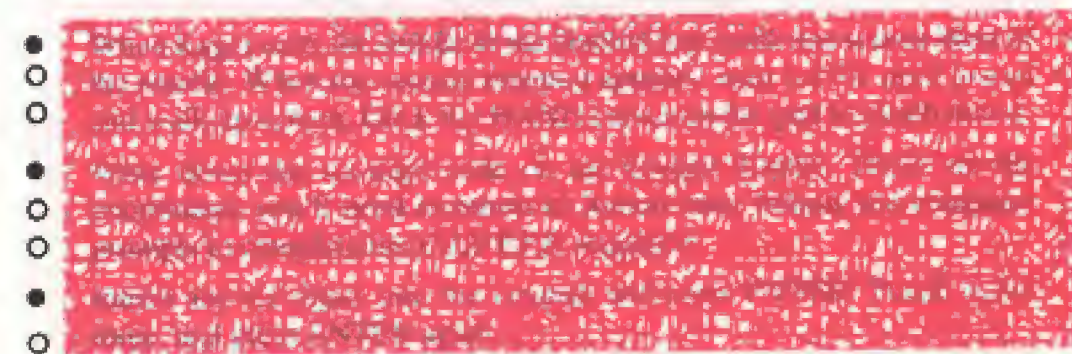
ON THE STREETS OF XENON

- Click the EYE cursor on various locations on the screen to learn about your surroundings.
- Walk one screen East and click the HAND cursor on the rope in the lower right side of the screen. Avoid the cyborg if he should appear.
- Walk between the red columns on the upper right side of the screen. Select the rope from your inventory window and click the ROPE cursor on the ground. Wait for the bunny to walk into the noose, and click the HAND cursor on the rope.
- Walk two screens West. A skimmer is parked on the street. Click the EYE cursor on the skimmer. Click the HAND cursor on the skimmer to search it. Click the HAND cursor on the glove box to open it, and again to take the PocketPal inside.
- Walk one screen North. Click the EYE cursor on the large object on the street corner. Click the EYE cursor on the hole in the side of the tank. **DON'T** take the unstable ordnance.
- Walk two screens East, to the opposite street corner. Click the HAND cursor on the sewer grates until you find one you can open. Roger will climb into the sewer.

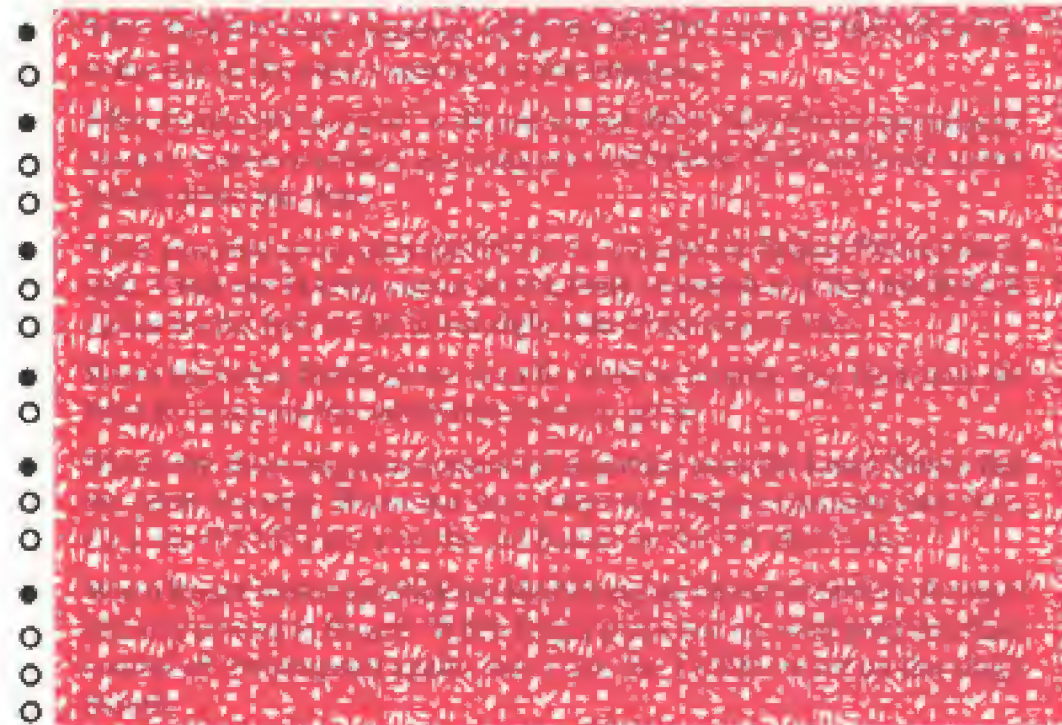
IN THE SEWER



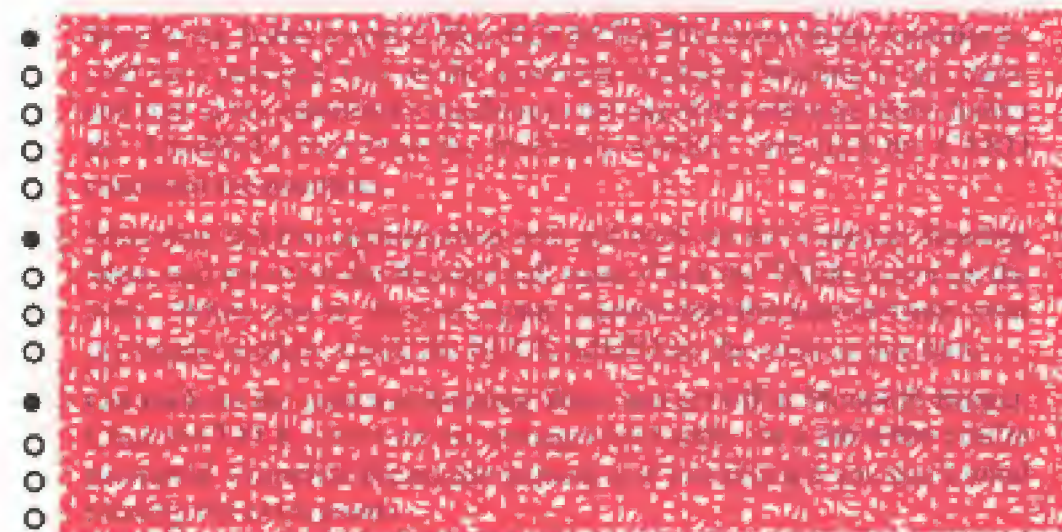
IN THE LANDING BAY



ON ESTROS



AT THE GALAXY GALLERIA



IN THE SEWER

- Click the EYE cursor on the items on the desk. Click the HAND cursor on the desk blotter. Watch the holographic message, then click the HAND cursor on the empty jar to take it.
- Click the HAND cursor on the door on the left side of the room. Click the WALK cursor on the doorway to exit the room.
- Select the jar from the inventory window. Click the WALK cursor on the tunnel floor on the left side of the room. Change screens and click the WALK cursor on the South tunnel floor. When the slime starts to ooze from the up-screen vent, activate the JAR cursor. Wait for the slime to get close to you (not too close!), and click the JAR cursor on the slime to scoop some up. Click the WALK cursor down-screen to avoid the slime.
- When you come to the tunnel intersection, move one screen West. Click the HAND cursor on the ladder to climb it.
- Wait until the shuttle lands on the street, and watch the Sequel Police disembark. When they are out of sight, click the WALK cursor on the street to exit the sewer.
- Arriving at the street corner, move one screen East. When you see the shuttle, click the HAND cursor on the opening below the landing gear to climb into the compartment.

IN THE LANDING BAY

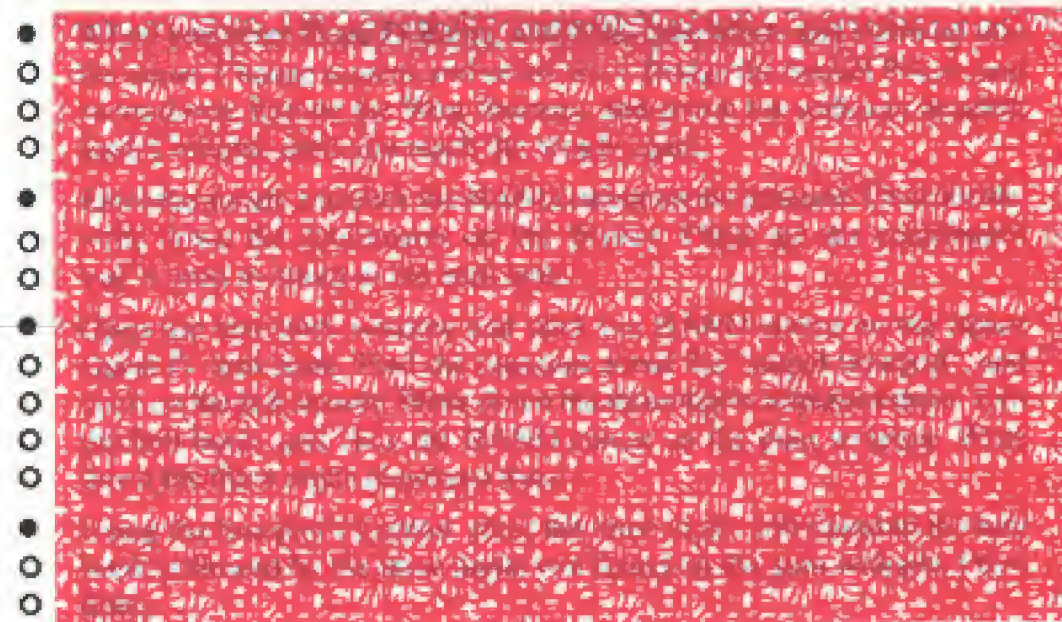
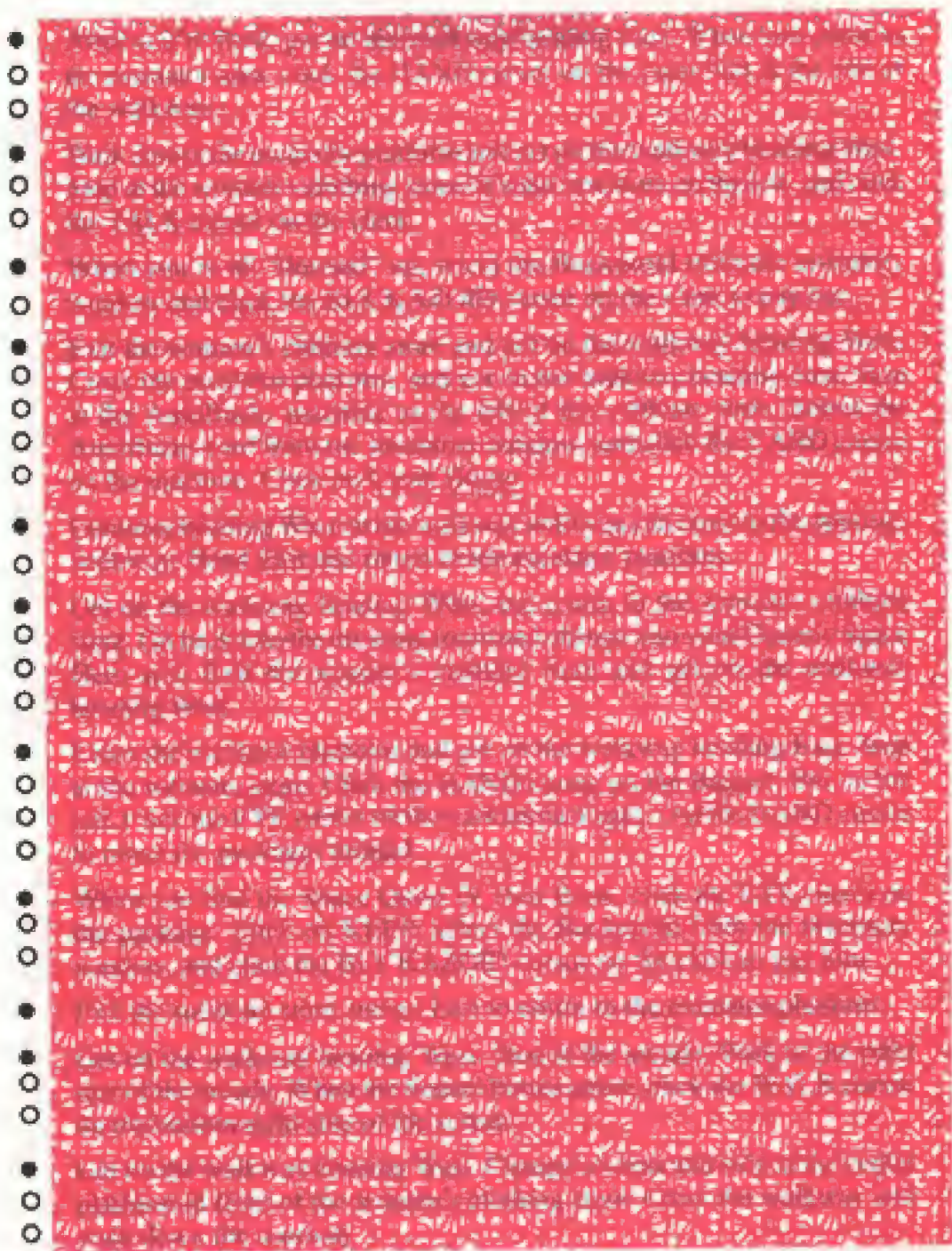
- When Roger exits the shuttle in the landing bay, walk one screen West of the shuttle. When the second timepod appears, wait for the pilot to exit and walk up-screen. Click the HAND cursor on the pod to climb into it.
- Write down the six-digit code on the keypad display. These are the coordinates you'll need to return to Xenon later. Follow the computer prompts to complete the I/L/V/P/P sequence.
- Punch any six digits into the keypad, and press ENTER. Punch in six more, and press ENTER again.

ON ESTROS

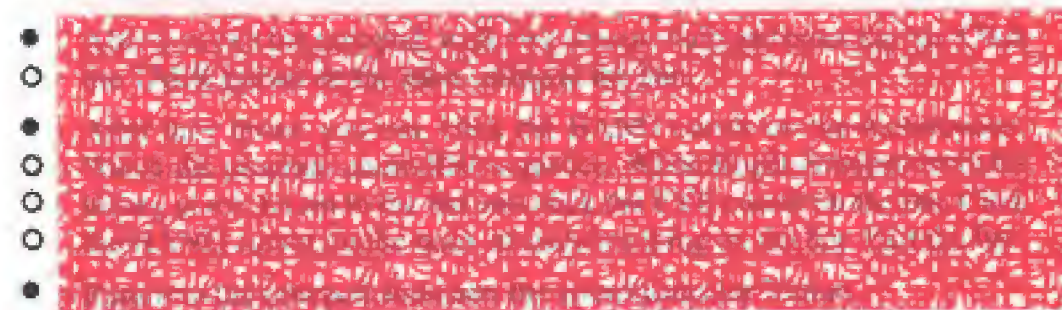
- After the time warp sequence, click the HAND cursor on the red switch to the left of the pilot's seat to exit the timepod.
- After exiting the timepod, walk one screen West. Wait for the pterodactyl shadow to pass overhead, and walk one screen East. Now walk one screen South, down the steps.
- After you land in the pterodactyl's nest, wait for the Sequel Policeman to land. Click the HAND cursor on the body to search it. Click the WALK cursor on the hole in the lower right side of the nest to exit.
- When the Latex Babes come, wait for them to prompt you, then click the WALK cursor on the submarine hatch to get in.
- Watch the short program-controlled sequence until the Latex Babes flee the giant sea slug. When the slug wraps his tentacles around your legs, click the HAND cursor on the red button on the left chair arm.
- When Roger stands up, click the HAND cursor on the air tank on the right (the one closest to Roger). When Roger picks one up, wait until you have control of the program again, then click the TANK cursor on the slug's mouth.

AT THE GALAXY GALLERIA

- Wait for the Babes to leave, then click the HAND cursor on the AutoBucks card they dropped. Get on the automatic walkway heading to the right, and stop at the AutoBucks machine to the left of the software store. Select the AutoBucks card from the inventory window, and click the CARD cursor on the machine.
- After you fail the identification test, get back on the walkway heading West, and get off at the Big and Tall store. Click the TALK cursor on the clerk. When you're dressed again, choose the Buckazoid from your inventory window. Click the BUCKAZOID on the clerk to pay him.
- Get back on the walkway heading West, and get off at Monolith Burger. Click the TALK cursor on the manager, and apply for a job when you're prompted. Complete the arcade sequence, or just skip it if you don't mind missing the extra points.



ON ULENCE FLATS



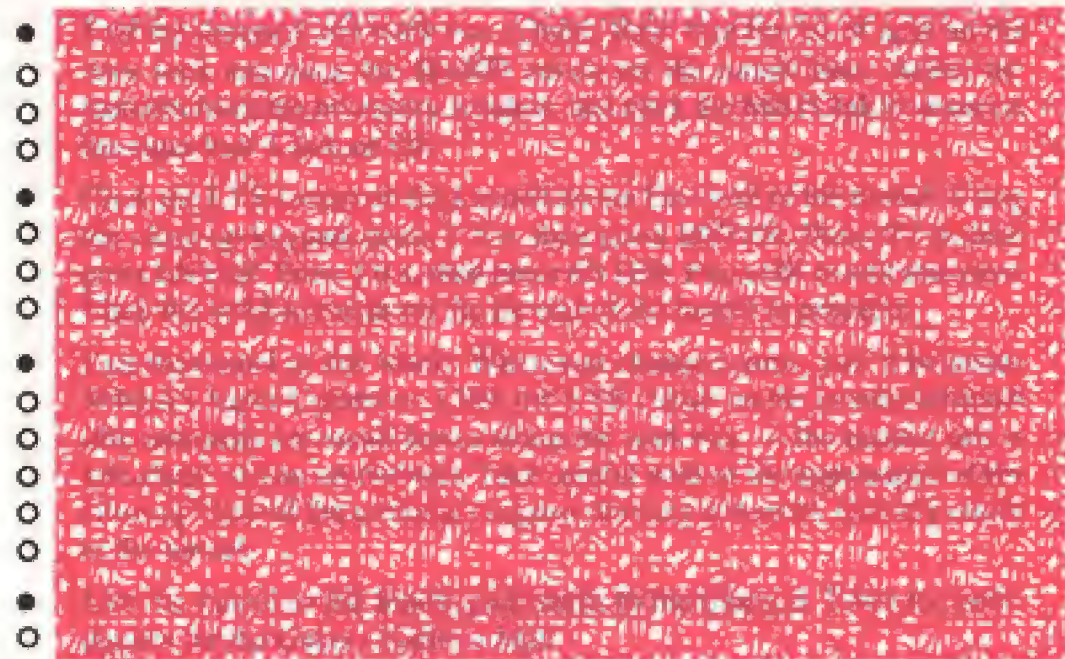
- After you're fired, get on the walkway heading East. When you come to the escalator area, click the HAND cursor on the cigar butt at the end of the walkway.
- Walk across the escalator platform and get on the walkway heading West.
- Stop at the women's clothing store (it's the first store on the left), and click the TALK cursor on the clerk.
- When you're all "dressed" up, select the Buckazoid from the inventory window and click the BUCKAZOID cursor on the clerk to pay her.
- Exit the women's clothing store and get on the walkway heading West.
- Cross the escalator platform, and get on the walkway heading East. Stop at the AutoBucks machine to the left of the software store. Select the AutoBucks card from the inventory window, and click the CARD cursor on the machine. Click on Clean House.
- Continue heading West on the walkway until you can cross to the opposite walkway. Head East and return to the escalator platform.
- Get on the walkway heading West, and return to the women's clothing store. Go back into the dressing room and change into your Generic Space Hero suit. Exit the women's clothing store and get on the walkway heading West.
- Cross the escalator platform and get on the walkway heading East. Stop at the software store. Click the HAND cursor on the Bargain Bin on the left. Click the EYE cursor on the various packages. Use the HAND cursor to move the packages around.
- When you find the Space Quest IV Hint Book, click the EYE cursor on the package. Click on KEEP. Select the Buckazoid from the inventory window, and click the BUCKAZOID cursor on the clerk to pay him.
- Exit the software store and go East to return to the escalator platform.
- Get on the walkway heading West. Stop at the arcade. Walk to the right rear of the arcade. When the Sequel Police arrive, click the WALK cursor on the bottom right side of the screen.
- Get on the walkway heading West. Change screens and stop at the center platform in front of the women's clothing store. Cross the walkway and walk down the stairway.

- When you enter Skate-Or-Rama, avoid the laser blasts and swim up into the dome. Change screens and swim West. Dodge the Sequel Police, and swim down. Exit on the West stairway, and get on the walkway heading East. Continue until you reach the arcade again.
- Enter the arcade and click the HAND cursor on the timepod. Once inside, write down the coordinates on the display. These are the coordinates you'll need to return to the mall later.
- Open the inventory window and click the HAND cursor on the Space Quest IV hint book. Find the question about the "stupid timepod", and click on the last answer. Write down the three digits displayed there. Exit the hint book, and click the HAND cursor on the gum wrapper. Write down the three digits displayed there.
- Using the timepod's keypad, enter the three digits you found in the hint book, followed by the three digits you found on the gum wrapper. Press Enter.

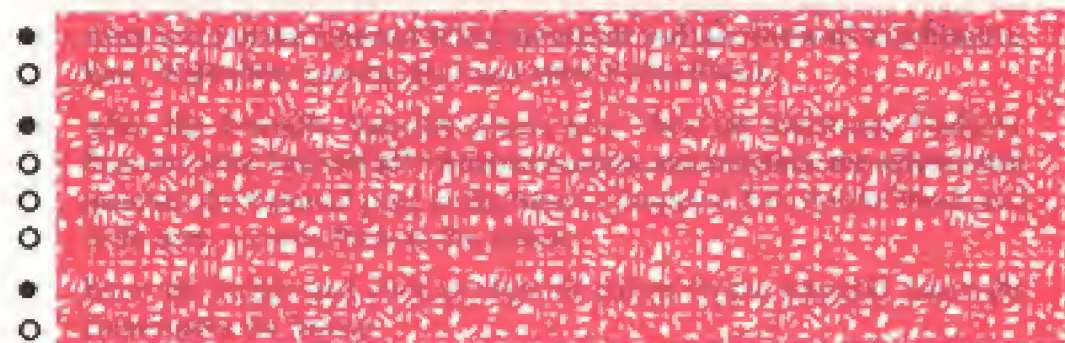
ON ULENCE FLATS

- After you exit the timepod, walk one screen south and enter the bar. Click the TALK cursor on the men sitting at the bar.
- After they throw you out, click the HAND cursor on the motorcycles.
- Watch the program controlled sequence. When Roger emerges from his hiding place, return to the bar and click the EYE cursor on the bar. Click the HAND cursor on the book of matches lying on the bar. Exit the bar.
- Return to the timepod and enter the coordinates for Xenon.

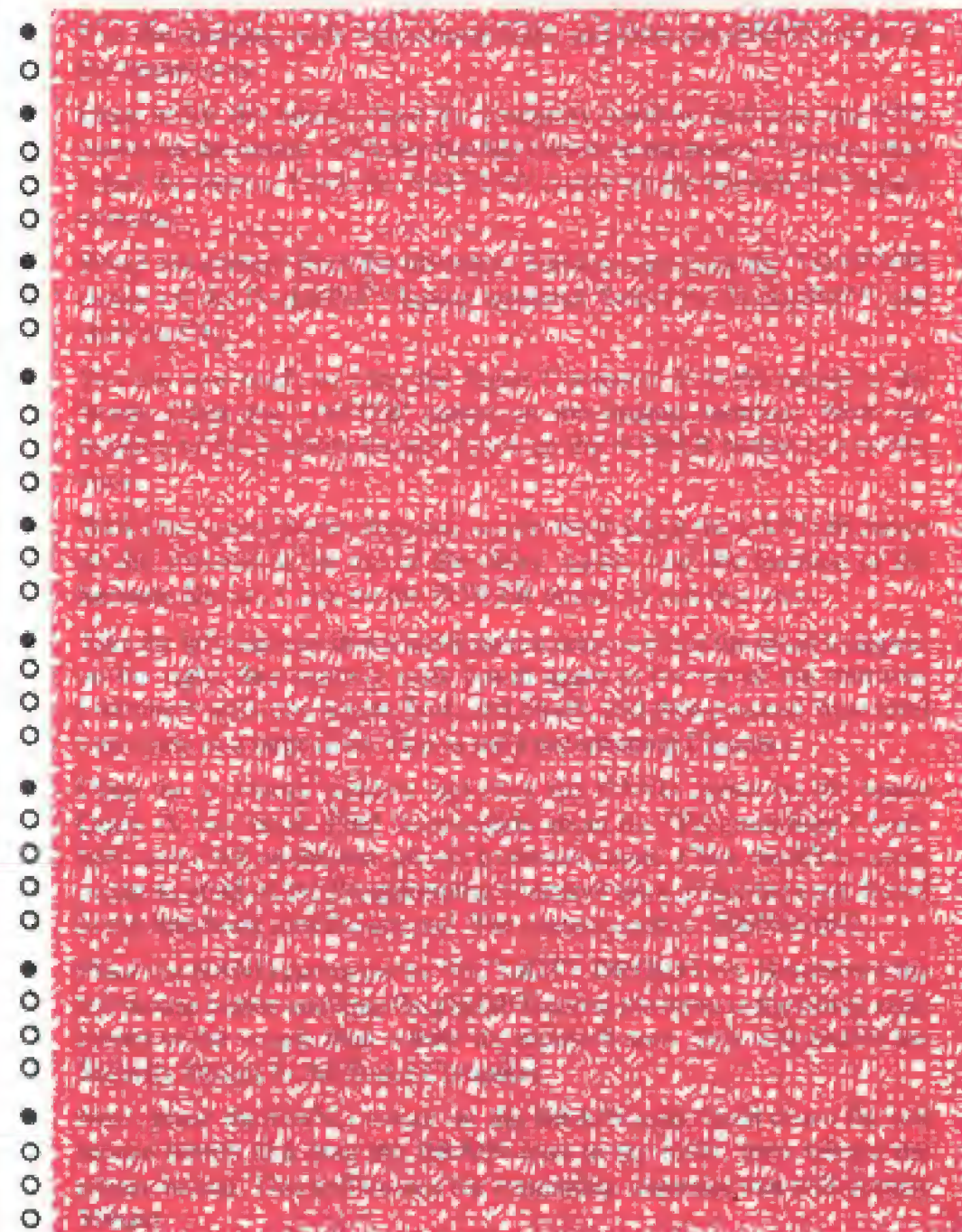
BACK ON XENON



BACK AT THE GALAXY GALLERIA MALL



BACK ON XENON (ONE MORE TIME)



BACK ON XENON

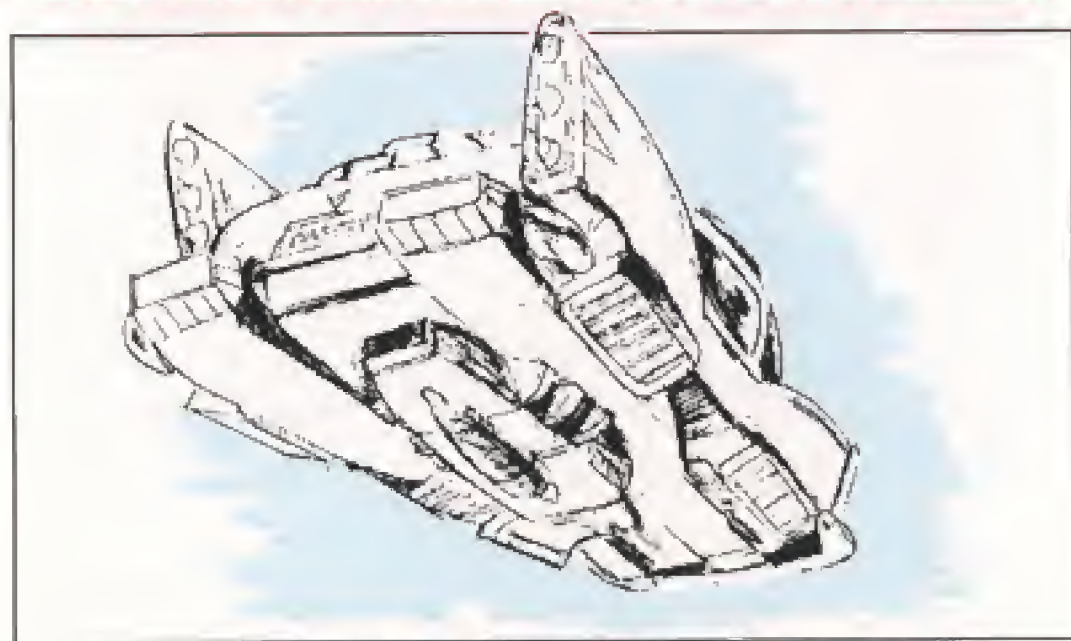
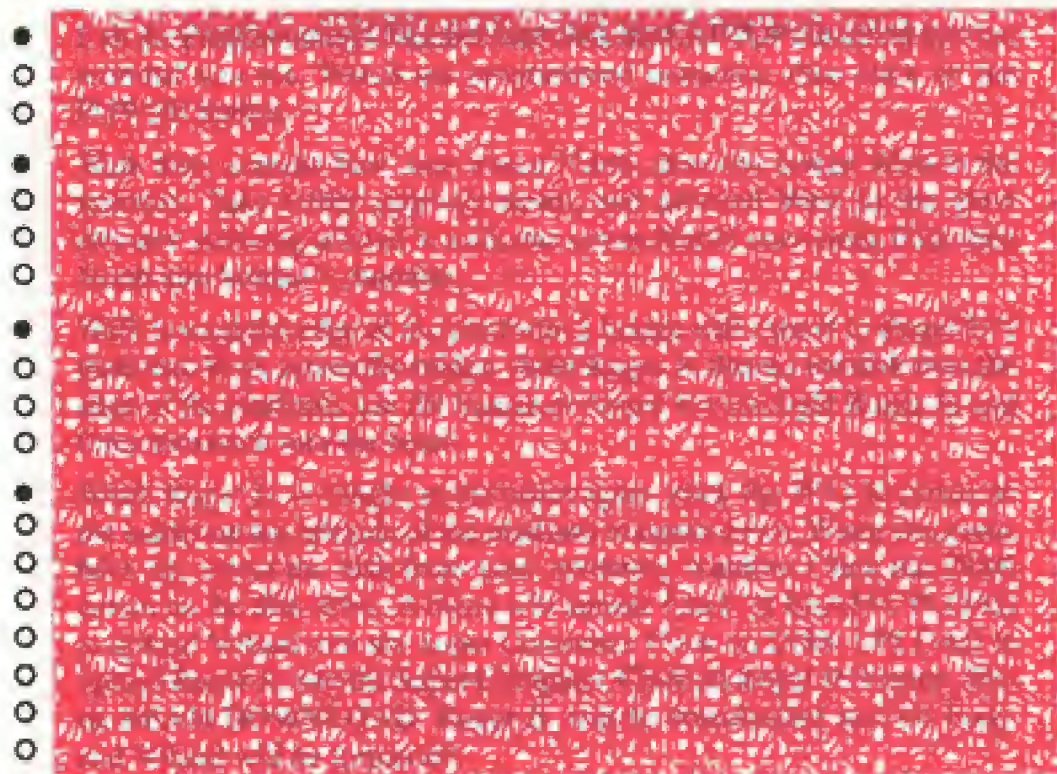
- Exit the timepod and walk two screens East. Use the jar of acid on the door lock and click the HAND cursor on the tunnel door. Select the matches from the inventory window, and click the MATCHES cursor on the cigar butt. Click on OK.
- Click the EYE cursor on the keypad on the East wall of the tunnel. Using the close-up keypad, press 1 5 6, then press ENTER. Press 0 2 4, then press ENTER. Press 1 0 8, then press ENTER. Press OK to exit this view. Click the WALK cursor on the far end of the tunnel to proceed.
- Exit the tunnel to the North. When you change rooms, you'll be inside Vohaul's Super Computer. Click the EYE cursor on the nearest terminal (the terminals are small boxes along the walkway — the nearest one is just ahead of you on the left). Take careful note of the appearance of the close-up view of the terminal (suggest drawing a sketch). Quickly return to the tunnel.
- Exit the tunnel to the South, and return to the timepod. Enter the coordinates for the Galaxy Galleria Mall.

BACK AT THE GALAXY GALLERIA MALL

- After you exit the timepod, leave the arcade and take the walkway heading East. Walk three screens East and enter Radio Shock.
- After the Friendly Salesbot greets you, click on Electronic Gadgets. Proceed to the PocketPal™ Adaptor section, and purchase the adaptor that matches the terminal plug in the Super Computer. Exit Radio Shock and walk three screens West to the arcade.
- Enter the arcade and click the HAND cursor on the timepod. Enter the coordinates for Xenon.

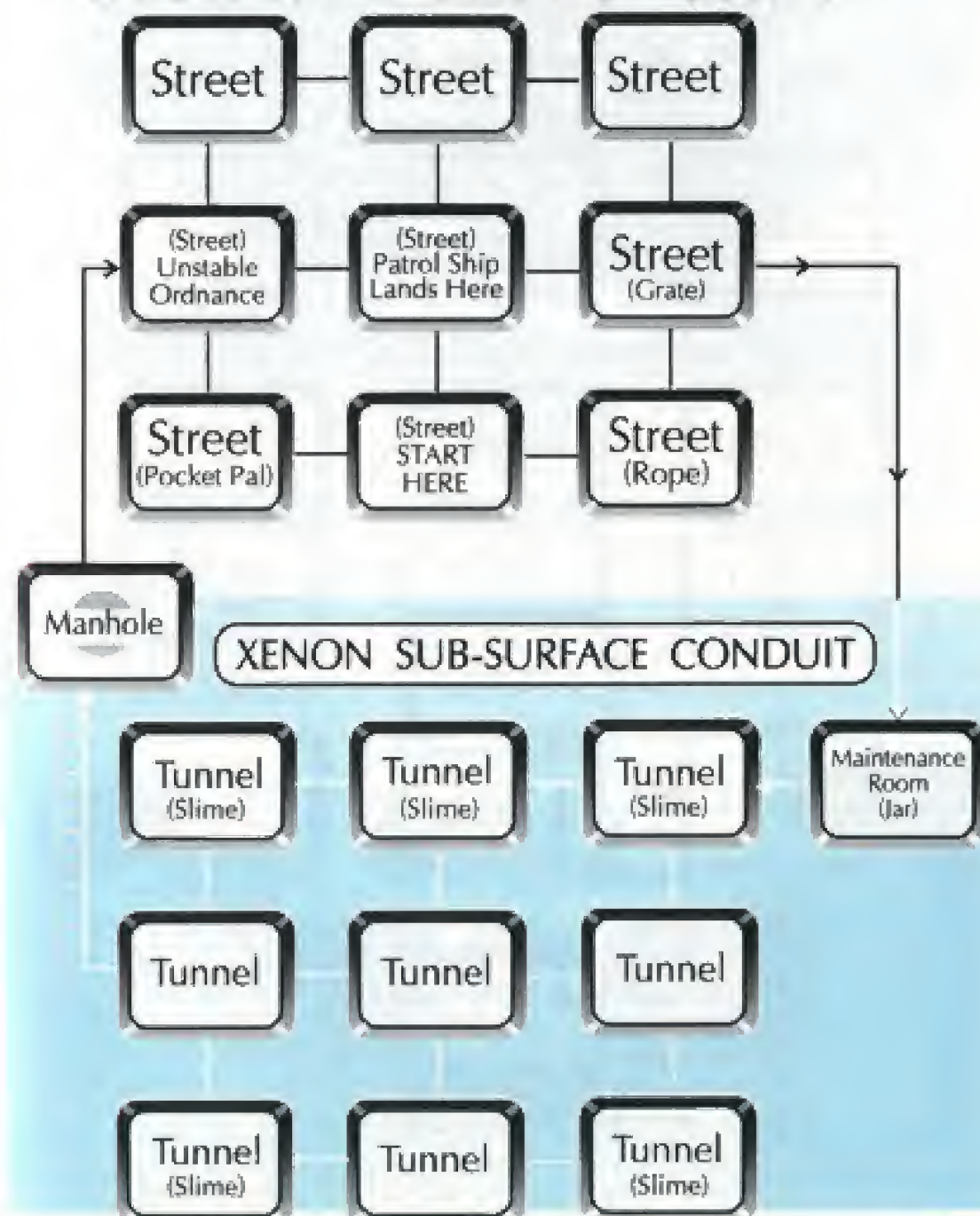
BACK ON XENON (ONE MORE TIME)

- Exit the timepod, walk two screens East, and click the HAND cursor on the tunnel door.
- Once inside the tunnel, open the inventory window and click the EYE cursor on the bunny. Click the HAND cursor on the bunny's battery, then select the battery. Click the BATTERY cursor on the PocketPal™ laptop terminal.
- Select the adaptor from the inventory window, and click the ADAPTOR cursor on the PocketPal™ laptop terminal. Select the PocketPal™ and click on OK.
- You are now ready to enter the Super Computer. Exit the tunnel to the North. Click the LAPTOP cursor on the nearest terminal. Note the location of the Security Droids. Click on the POWER button to exit this view.
- Walk one screen North, then one screen West. Click the LAPTOP cursor on the terminal at the top of the stairs. Again, note the location of the Security Droids. Click on the POWER button to exit this view.
- Take the left stairway down to the next screen, wait for the droid to appear on the right, then quickly walk North again to the top of the stairway. From here walk one screen East, one South, and then proceed West until you come to a large door. This is the Programming Chamber.
- Open the inventory window and click the HAND cursor on the Space Quest IV hint book. Find the question about the "Programming Chamber", and click on the last answer to reveal a code. Click the EYE cursor on the keypad on the Programming Chamber door. Enter the code found in the hint book into the keypad. The correct code is: 6965847669.
- Place the HAND cursor on the SECURITY DROID icon. Hold down the left mouse button and drag the DROID icon to the toilet in the lower-right corner of the screen, then release the mouse button. This will disable the Security Droids in the Super Computer.
- Next, place the HAND cursor on the BRAIN icon. Hold down the left mouse button and drag the BRAIN icon to the toilet, then release the mouse button. This will initiate the formatting sequence that will destroy Vohaul.

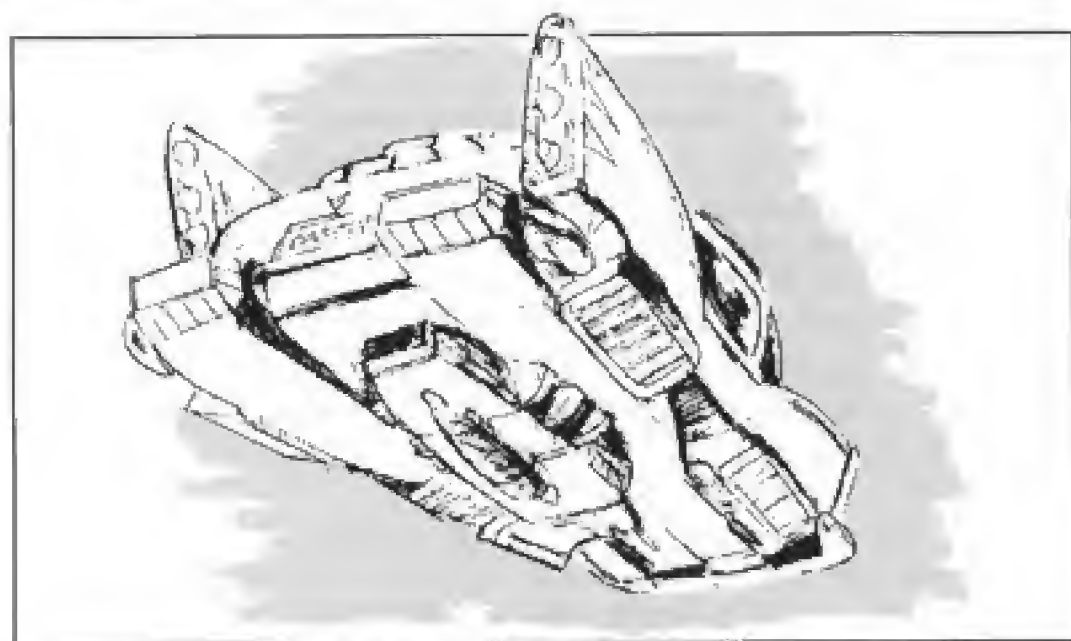


Original concept for Latex Babes' space cruiser.

XENON STREET AREA

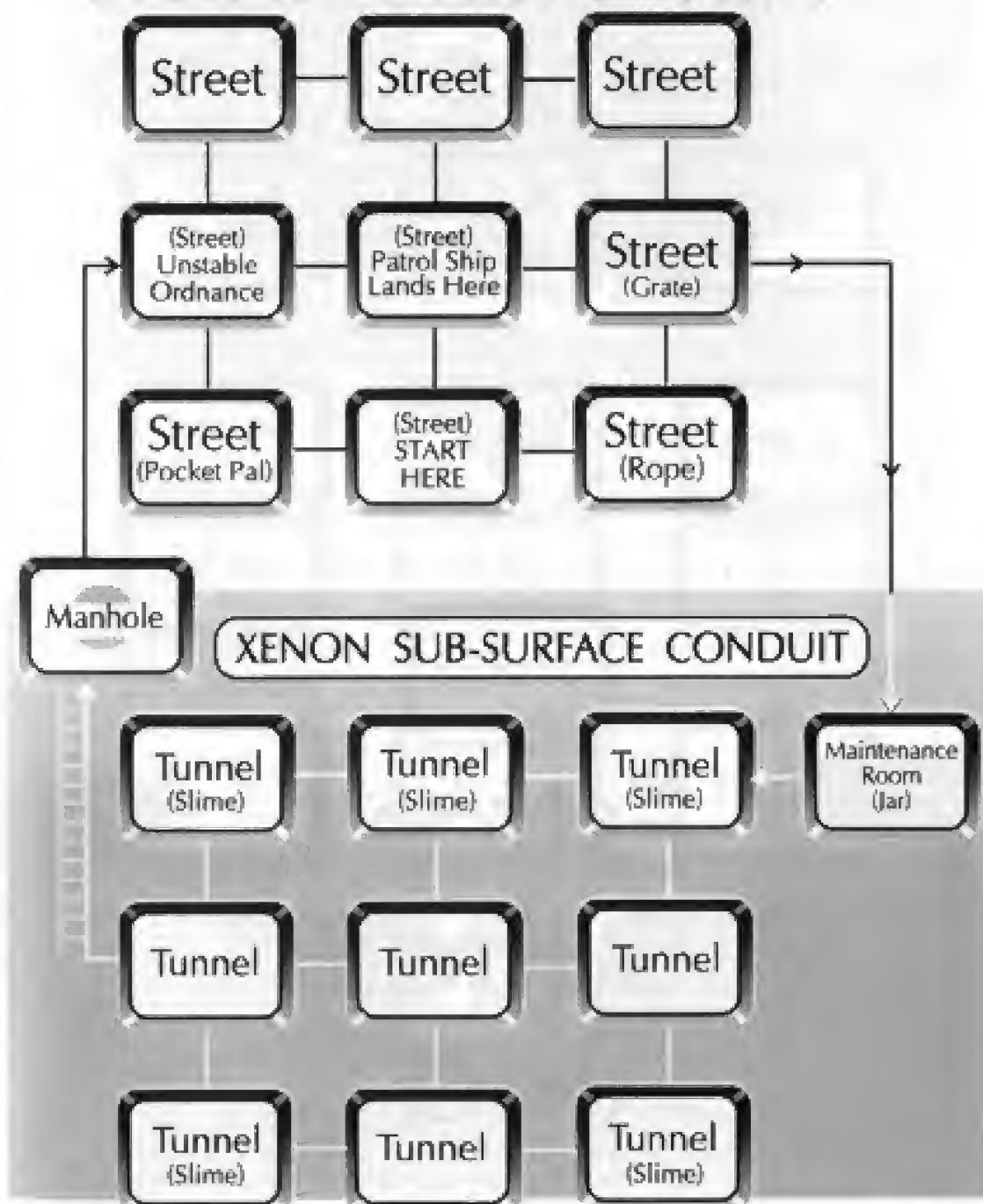


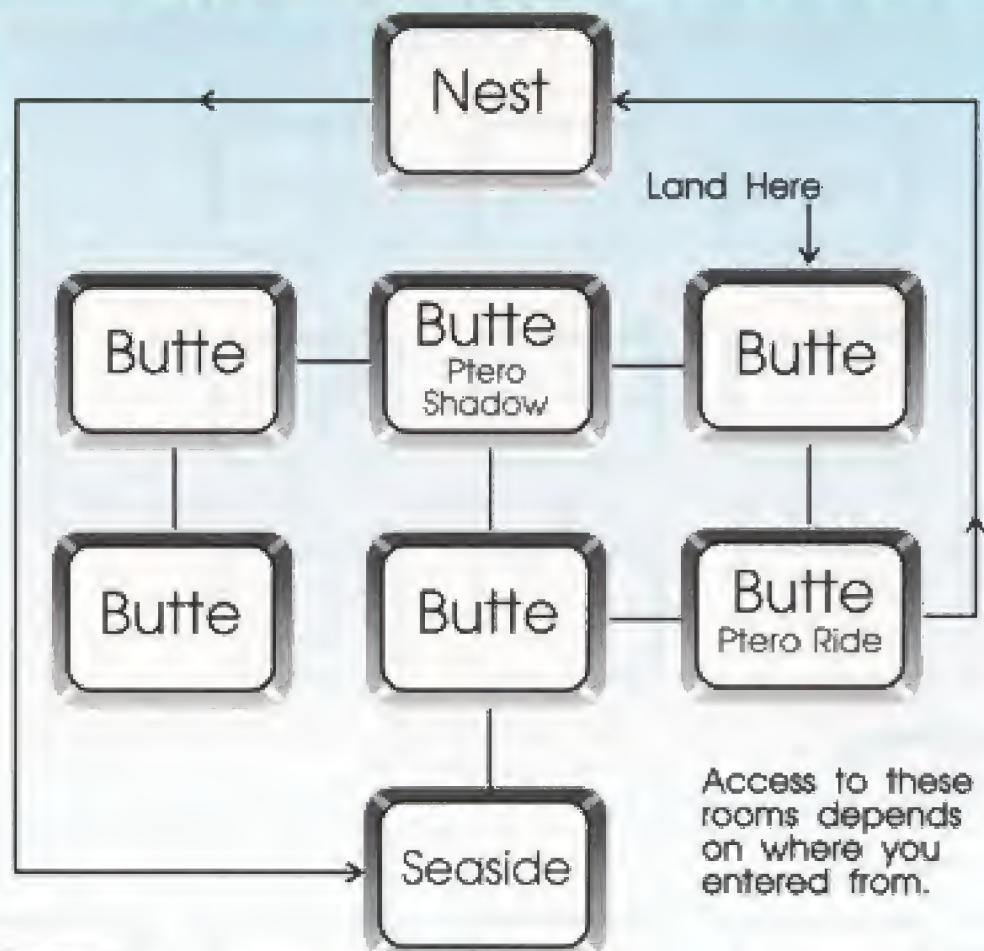
- Exit the Programming Chamber, and click the LAPTOP cursor on the first terminal you see. Watch the programmed sequence, then click on the POWER button.
- Walk three screens East, one screen North, then one screen West to the stairway. Take either stairway down, and proceed West to the glass elevator. Arriving at level 3, walk one screen North, one screen East, then North into Vohaul's chamber.
- Walk toward the edge of the platform; a bridge will extend to Roger Jr.'s platform. Walk across the bridge. After Roger Jr. throws the disk over the edge of the platform, use the mouse or Arrow keys to fight Roger Jr. and force him back into the beam.
- When Roger Jr. is caught in the beam again, click the WALK cursor on the ladder on the left side of the platform to climb down. When you come back up, select the disk from your inventory window. Click the DISK cursor on the disk drive. A menu will appear. Click on BEAM UPLOAD to upload Vohaul into the Super Computer. Click on DISK UPLOAD to upload Roger Jr. into the Super Computer. Click on Roger Jr.'s name, then on BEAM DOWNLOAD. Roger Jr. will be downloaded into his body, and Vohaul will be formatted.



Original concept for Latex Babes' space cruiser.

XENON STREET AREA

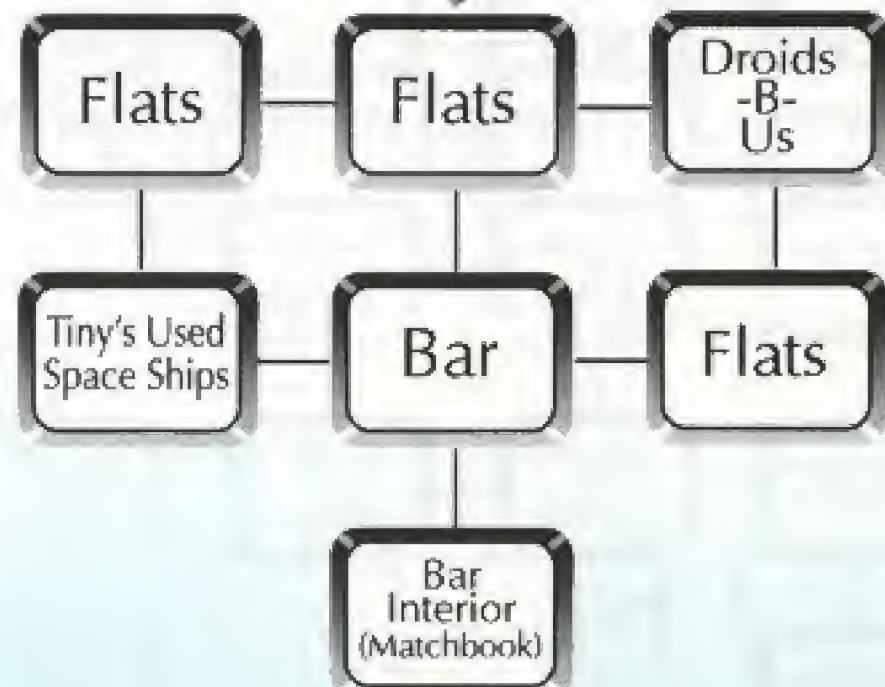




Estros Buttes Area

ULENCE FLATS

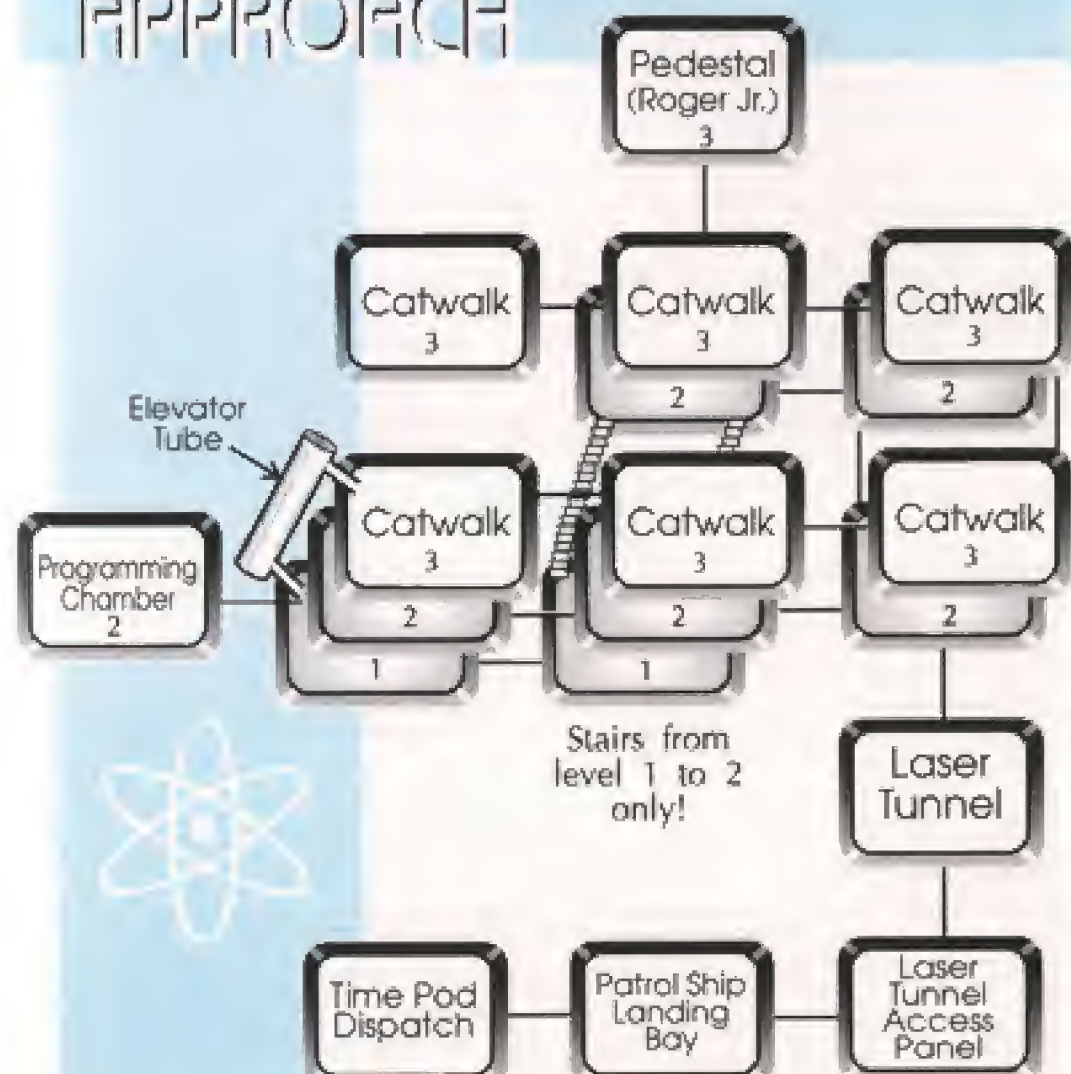
(From Space Quest 1)



Galaxy Galleria Mall

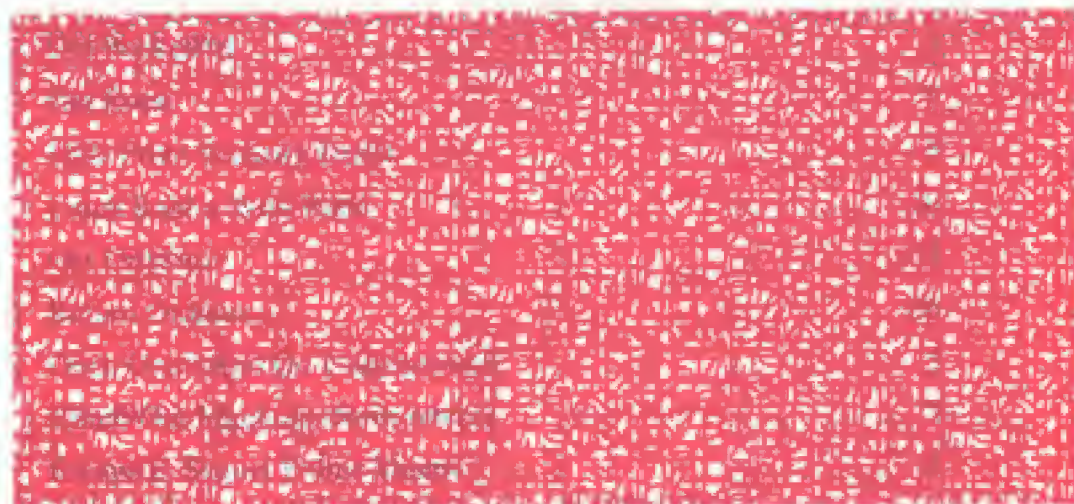


SUPER COMPUTER LANDING BAY APPROACH

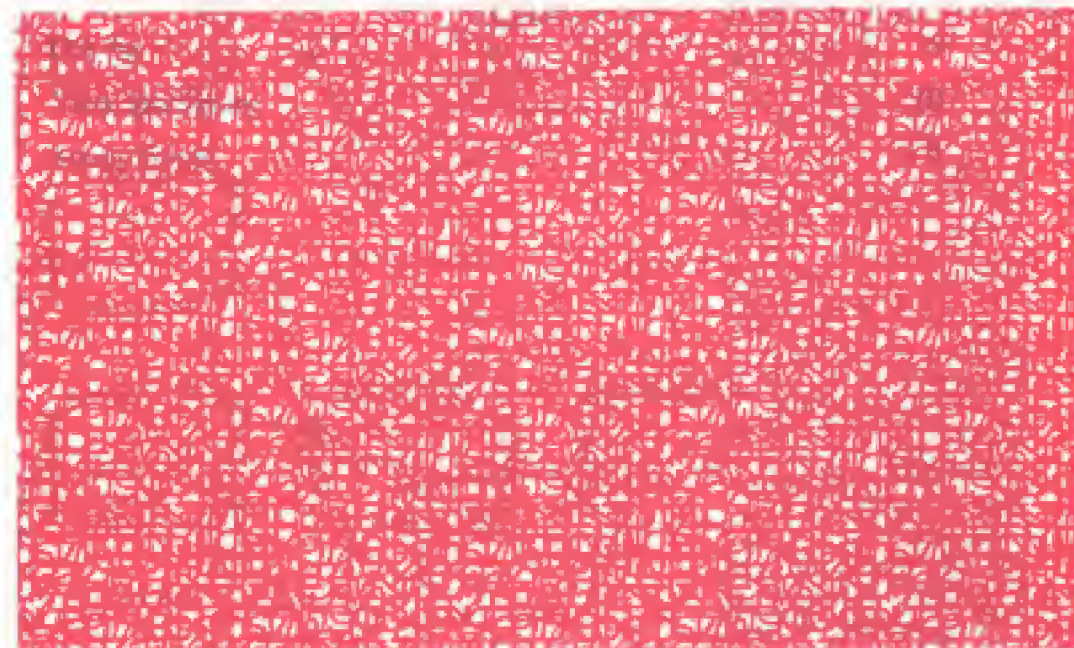


Points List

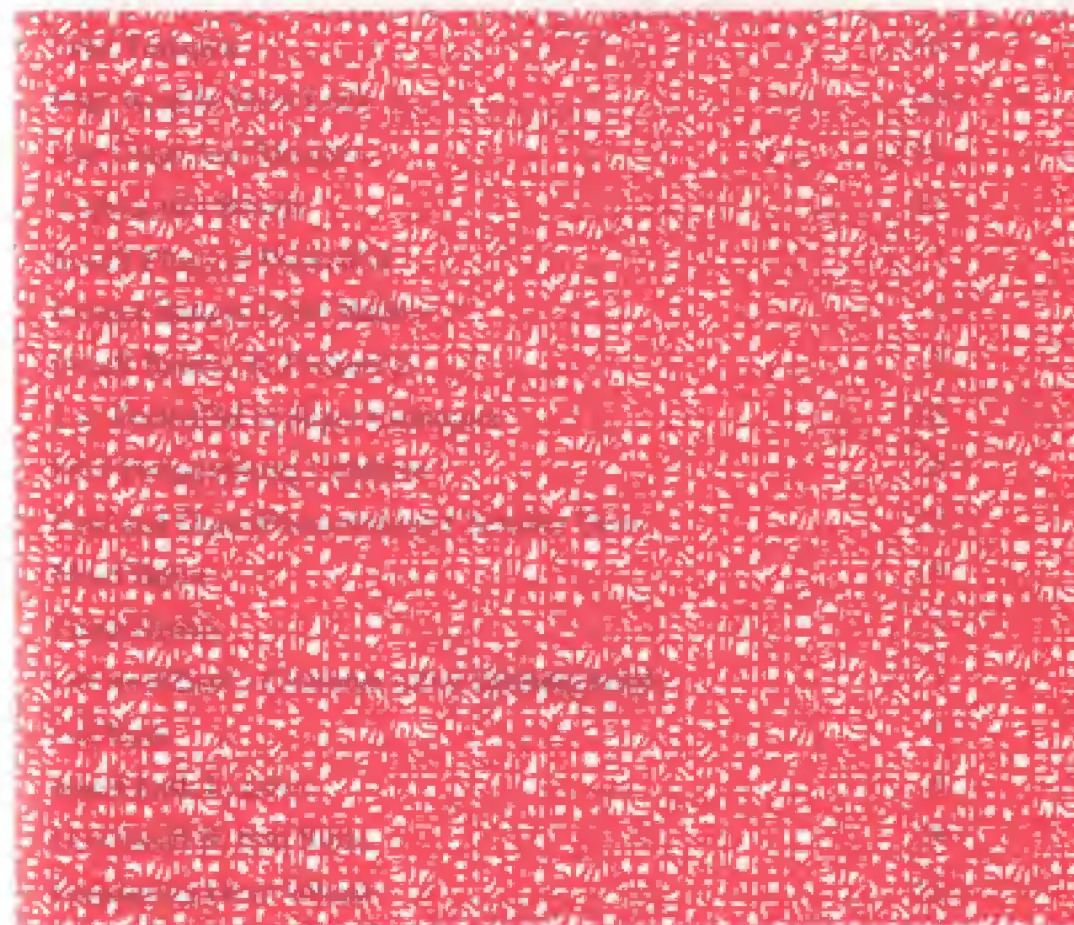
XENON STREET



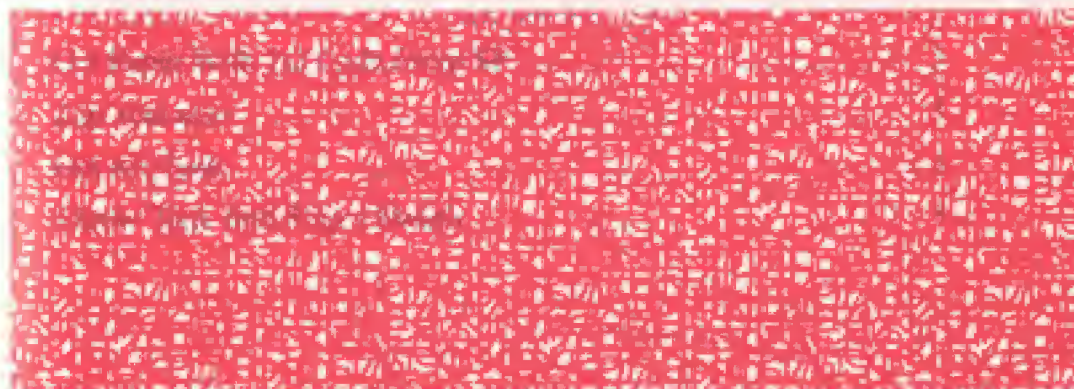
SEWER



SUPER COMPUTER



ESTROS



Points List

XENON STREET

Get PocketPal	5
Get Rope	5
Hide From Security Droid	5
Catch Rabbit With Rope	10
Get Ordinance	25
Return Ordinance	20
Open Grate And Go Underground	5
Climb Out Manhole (from sewer)	3
Escape in Sequel Police Shuttle	5

SEWER

Get Jar	5
View Hologram	10
Scrap Shine	5

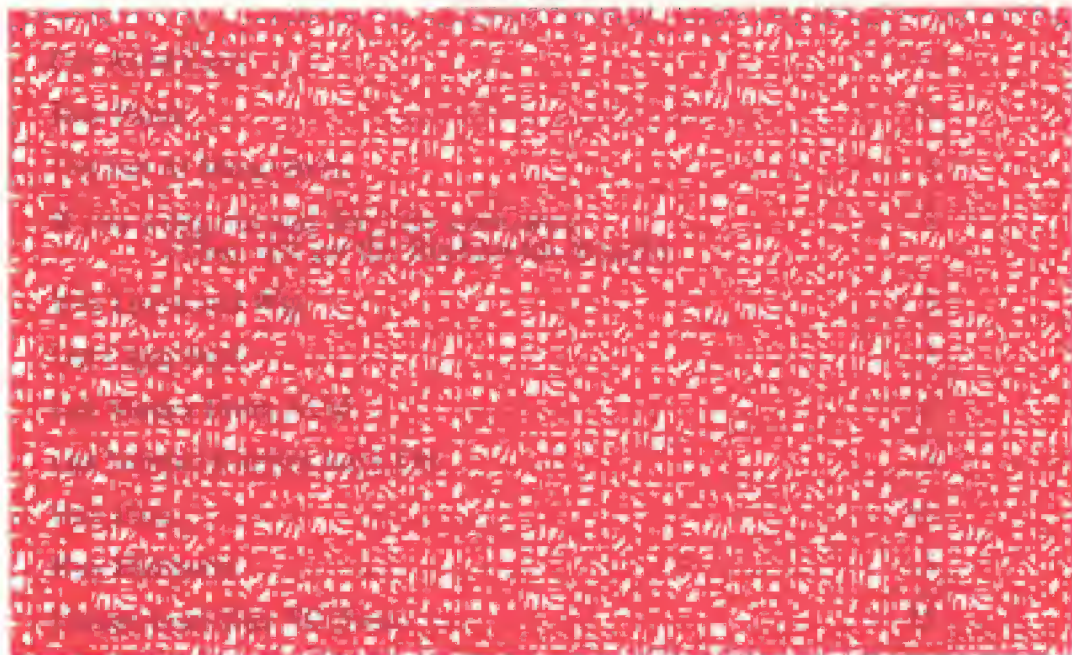
SUPER COMPUTER

Take Timepod	10
Pour Acid In Door Lock	10
Use Cigar And Matches	10
Align Laser Beams	15
Install Plug On PocketPal	3
Extract Battery From Rabbit	3
Install Battery To PocketPal	3
Use PocketPal in Super Computer	10
Find Programming Chamber	10
Find and Open Programming Chamber Door	10
Flash Brain	15
Flush Droids	5
Get to Volhaut's Chamber (after Flashing brain)	5
Get Disk	5
Insert Disk In Drive	5
Download Jr. Into Body	25
Formatting Over Volhaut	15

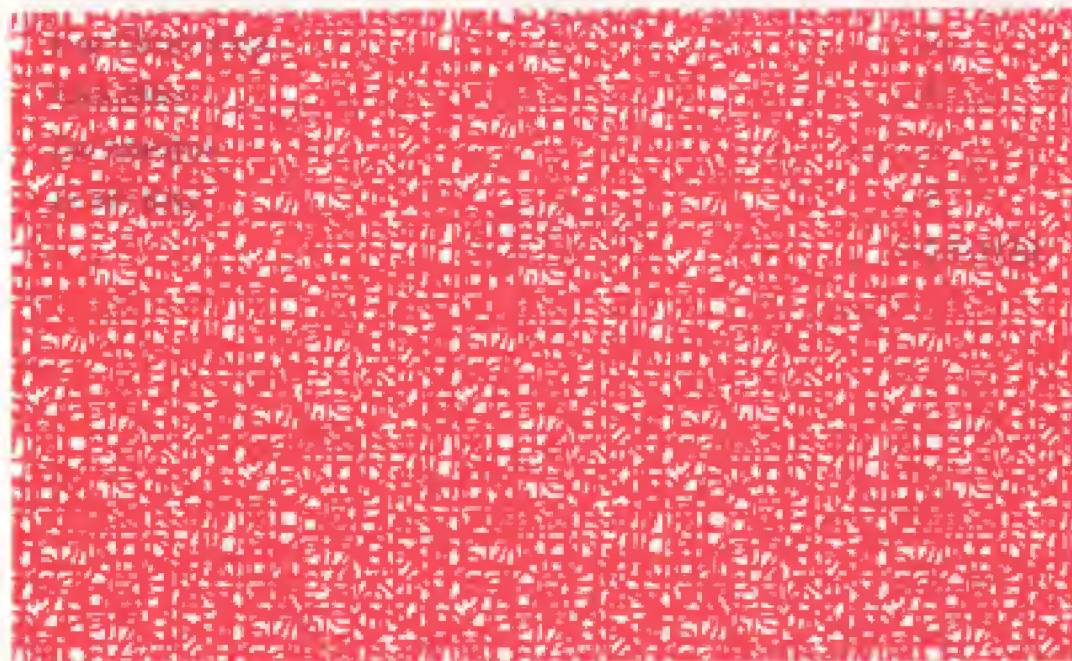
ESTROS

Get Paper With 1/2 Code From SP	5
Zap Tentacles	5
Get An Tank	5
Throw Tank Into Slug's Mouth	5

MALL



ULENCE



Location of Objects

[illegible]

MALL

Get ATM Card	2
Buy Pants	5
Get Job At Mondo Burg	3
If you wimp out and don't try even once (They still get the Hockazoids though)	3
Buy Dress and Wig	5
Get Cigar Butt	5
Get Money From ATM	10
Get Normal Clothes Back On	3
Buy Plug	10
Buy Handbook	5
Escape mall after SP Chase	15

ULENCE

Use Ulence Code	5
Kick Bike	5
Get Matches	8
Evade Bike	5
	315 TOTAL

Location of Objects

Objects	Where Found	Where Used
Buckazoid	In inventory	Pay Clerks
Rope	Nemon Street	Catch Bunny
Laptop	Xenom Street	Super Computer
Unstable Ordinance	Bank on Xenon	Not used
Rabbit	Nemon Street	Get Banery
Battery	Rear of Bunny	PocketPal
Jar	Sanimon Office	Get Shime
Slime	Sewer	Open Tunnel
Gum	Sequel Policeman	Code for Pod
Air Tank	Estros Caverns	Kill Sea Slug
Handbook	Software Store	Timepod Code
Programming	Chamber code	
AutoBucks Card	Escalator	AutoBucks Machine
Adaptor Plug	Pod's Shock	Super Computer
Cigar Butt	Escalator Platform	Laser Tunnel
Matches	Ulence Bar	Laser Tunnel
Diskette	Roger Jr.	Roger Jr.



First sketches of Roger's reunion with his son.



HINT BOOK ORDER FORM

	PRICE	TOTAL
King's Quest I	9.95	
King's Quest II	9.95	
King's Quest III	9.95	
King's Quest IV	9.95	
King's Quest V	9.95	
Space Quest I	9.95	
Space Quest II	9.95	
Space Quest III	9.95	
Space Quest IV	9.95	
Leisure Suit Larry I	9.95	
Leisure Suit Larry II	9.95	
Leisure Suit Larry III	9.95	
Police Quest I	9.95	
Police Quest II	9.95	
Manhunter I	9.95	
Manhunter II	9.95	
Code Name: Iceman	9.95	
Gold Rush!	9.95	
Colonel's Bequest	9.95	
Quest for Glory I (formerly Hero's Quest I)	9.95	
Quest for Glory II	9.95	
Conquests of Camelot	9.95	
Heart of China (Spring)	9.95	
Rise of the Dragon	9.95	
The Black Cauldron	9.95	
Subtotal		
<small>California residents add 6.3% sales tax. Illinois and Texas add 6.25% Massachusetts residents add 5% sales tax.</small>		Tax
		Total

More ordering information on the following page.



HINT BOOK ORDER FORM

Please Print

Name _____

Address _____

City/State/Zip _____

Phone (____) _____

Requested for credit card orders; desired for all orders.

Check method of payment (*PLEASE DO NOT SEND CASH*)

- | | | |
|--|---|---|
| <input type="checkbox"/> Master Card | <input type="checkbox"/> Visa | <input type="checkbox"/> American Express |
| <input type="checkbox"/> Discover Card | <input type="checkbox"/> Check Enclosed | |

Card Number _____

Expiration Date _____/_____

Authorizing Signature _____

Required for credit card orders.

Please allow two weeks for delivery. All prices include shipping and handling.

Make checks payable to

SIERRA ON-LINE, INC.

Mail payment with this order form to:

Hint Books

Sierra On-Line, Inc.

P.O. Box 485

Coarsegold, CA 93614

504



© 1991 Sierra On-Line, Inc.

000001610



To reveal the HIDDEN clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



SIERRA®
Adventure
Window